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PRIMA Official Game Guide

Written by Fletcher Black

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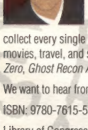
Fletcher Black



Fletcher Black has been playing video games since his parents first set an Atari 2600 down on the orange shag carpet of their suburban paradise. While peers declared their desire to be firefighters or astronauts, Fletcher set his sights on all things pixilated. Similarly, Fletcher earned a journalism degree from the University of Oregon, but while the other students wanted to expose political corruption or corporate scandal, Fletcher sought to reveal greater truths, such as how to beat Bowser, find all the pieces of the Tri-Force, and collect every single Pokémon. When not waist-deep in a video game, Fletcher enjoys writing, movies, travel, and shepherding his animal army. His Prima guides include *FEAR*, *Perfect Dark Zero*, *Ghost Recon Advanced Warfighter*, and *Heroes of Might and Magic V*.

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ISBN: 9780-7615-5576-6

Library of Congress Catalog Card Number: 2006938797

Printed in the United States of America

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BABY STEPS

Introduction

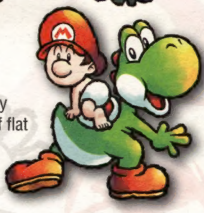
What kind of villain kidnaps babies? Kamek the Magikoopa, that's who. The mystical, menacing Kamek orders his minions to scour the world and steal all of the babies in order to ferret out a select few tots with special gifts that threaten Kamek's plans for domination. Fortunately, in their haste, Kamek's toadies missed a few babies—and they definitely missed the wrong ones if they want to get away with their nasty scheme.

Baby Mario, Baby Peach, and Baby DK escape Kamek's clutches long enough to be united with Yoshi, the dinosaur inhabitant of the appropriately named Yoshi's Island. Allied with the storks that deliver the tots, Yoshi and the babies set out to defeat Kamek's magical boss monsters and rescue the captive tykes. But the babies must hook up with some unsavory toddlers—Baby Wario and Baby Bowser—if they hope to win the day. The five babies, carried on the back of tireless Yoshi, know they have the skills to stop Kamek—but what if this Magikoopa has a hidden, heavy client?

Cast

Thanks to the resilience of the storks, these babies managed to escape imprisonment by Kamek and his thugs. Baby Mario leads the charge in the beginning of the adventure, but it doesn't take long before even this future hero-plumber requires an extra set of tiny hands. Each baby has at least one unique skill that helps Yoshi carry it and avoid perilous obstacles or access special areas that the other babies cannot reach. The secret to success is using the right baby at the right time—but that's what this Prima guide is for. We'll help you choose the proper baby so you don't dirty your own diapers out of frustration.

Baby Mario



When Baby Mario rides astride Yoshi, the pair is almost unstoppable. Baby Mario can bounce eggs off flat surfaces, ricocheting shells at hard-to-reach targets. He can also bounce eggs off of a ceiling and pick them back up in mid-bounce, creating colorful eggs that release stars when tossed at an enemy. M Blocks, special red bricks emblazoned with a tiny M, are visible only to Baby Mario.

Dash: Hold down Ⓨ to launch the pair into a dead run. Baby Mario's Dash is the best way to sprint across crumbling platforms or get ahead of rampaging enemies, like the Super Big Tap-Tap.

Superstar Mario: When you find a Super Star, Baby Mario becomes Superstar Mario. Superstar Mario, cape and all, can run up walls and even cross the ceilings in complete defiance of gravity. Superstar Mario is invincible, too, so he can plow through bad guys and even walk across spikes.

Baby Peach

Baby Peach may look sweet and innocent with her tyke-sized tiara and pacifier, but when the going gets tough, this baby isn't shy about let loose with a flurry of eggs. With Baby Peach on its back, Yoshi can Flutter-Jump farther than with the other babies. Baby Peach always carries her pink parasol, which comes in useful when there are great heights to be scaled.

Floating: When standing over or next to a wind current, deploy the parasol by Flutter-Jumping, and watch Baby Peach soar.

Baby DK

Baby DK is a force of nature. The preschool ape is full of spunk and verve, and never shies away from a fight. Baby DK is the only baby that can climb ropes, vines, and chains. Baby DK also throws exploding eggs. When the egg hits a wall or enemy, the resulting blast can eliminate nearby foes or collect treasures like coins and flowers.

Climbing: When you spot some hanging greenery or a swinging rope, use Baby DK to see where it leads.

DK Dash Attack: Press down on the D-pad and tap Ⓨ to initiate Baby DK's Dash Attack, a powerful move that smashes through loose soil or cracked bricks. The move can also damage lesser enemies.

Baby Wario

The red-nosed fella reveals that he has been greedy since birth. By using his special magnet to attract coins (including red coins), Baby Wario runs through a select few stages sucking up treasure from hard-

to-access spots. The magnet can also be used to move metal crates and platforms. Baby Wario can also bounce eggs off of flat surfaces and ceilings, picking them back up mid-bounce.

Magnet: Baby Wario always carries his magnet out in the open, ready to increase his treasure hoard.

Baby Bowser

The Koopa King doesn't look so tough when he's pint-sized, but don't let Bowser's baby form fool you—his future strength is already starting to show. Baby Bowser uses his Fire Breath to belch balls of flame at enemies, doing the same amount of damage as an egg attack, but without any worries of running out of ammo. Baby Bowser's Fire Breath can melt through ice. He can also bounce eggs off flat surfaces.

Fire Breath: Press Ⓨ to unleash a fireball with Baby Bowser. The fireballs don't move very fast, so you have to time your attacks much better than Yoshi's egg tosses.

Commentary

There's just no way around this simple fact: Baby DK is *cute*. I enjoyed using all of the babies, of course, but really relished every opportunity to swing with Baby DK. Wanna see something adorable when you're playing with Baby DK? Look up. I mean, make Baby DK look up. His itty-bitty peepers and baby ape smile are full of personality. Of course, there's more to Baby DK than his kindergarten-set rakish good looks; he's super strong. His powerful egg throws are great for flushing out hidden treasure; plus, they make mincemeat out of enemies that typically require multiple hits to defeat.

How to Play

Yoshi's Island DS is a huge adventure sprawling over no fewer than 50 stages, each level is filled with hidden treasure and dozens of enemies. To get the upper hand in such perilous circumstances, you need to know the ins and outs of the island. Knowing exactly how to control all of Yoshi's basic moves, learning the functionality of items, and understanding the need for very specific treasure will keep you in the game. Use this guide to get acquainted with everything you need to know, then apply it out in the wild.

Getting Started

Once you slide the game into your Nintendo DS™ or Nintendo DS™ Lite, get ready to embark on a wild trip across a treacherous island full of pesky creatures, hidden treasure, and some very colorful characters.

Main Menu

The main menu lets you join Yoshi on the adventure or access side games, such as time trials and minigames.

Adventure: This is the main game—Yoshi's quest to thwart Kamek's nefarious baby-stealing plot. After you complete a stage, the game automatically saves and you can continue right where you left off the next time you sit down to play.

Minigames: There are five minigames you can discover in the adventure. Once found and played, they appear here. Each minigame has an easy and a hard version.

Time Trial: After completing the adventure, you unlock the Time Trial challenge. The game measures how long it takes you to complete each stage. The ultimate goal? Finish the adventure in less than 100 minutes. Good luck!

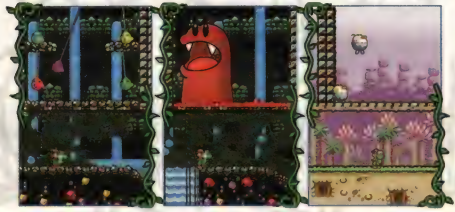
Options: This is where you can change control schemes and audio outputs.

World Screens

Yoshi must complete five different worlds to save all of the babies. Each world is composed of eight stages, plus two bonus stages for players who meet very specific (and lofty) requirements. Use the tab system to see your progress in each world. Select the "score" tab to see how many points you earned in each stage, whether or not you found a stage's character coin, and your cumulative point total for the entire world.

From this screen, move the cursor around to choose which available stage you want to play. You can also choose to look at the "museum," an interactive menagerie filled with all the enemies you've encountered in your adventure thus far.

Museum



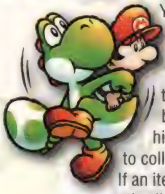
When you enter the museum, walk around the various exhibits to investigate the different creatures and enemies you have come across in your travels. The museum has several wings, from the jungle to underground caves. Your former foes are safely locked in their rooms, but maybe you shouldn't get too close…you know, just in case.

Controls

Licking

To create eggs, Yoshi must lick enemies and swallow them whole. Press Ⓨ to unfurl Yoshi's lengthy tongue and slurp up a small enemy, then press down to turn it into an egg. Yoshi can push some of the enemies he cannot swallow, such as Tap-Taps, with his tongue. Yoshi can also lick up some items, such as arrow stones and torches, and spit them out for use later. Yoshi can use his tongue to recover babies if they get knocked off, too.

Egg Throwing



Yoshi defends the babies with a supply of eggs, which trail behind as the dinosaur walks across the island. Throw eggs at enemies to defeat them—most need only a single pop, but a select few take up to three direct hits to defeat. Yoshi can also use eggs to collect treasure and pop Winged Clouds. If an item is out of reach, a well-placed egg is all it takes to collect the goodie. Eggs can also break cracked stone, plow through loose soil, and activate some special bricks.

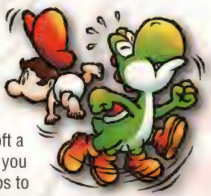
There are two control options for egg throwing: the Ⓐ button or the Ⓡ button. We suggest the Ⓡ button as it's more convenient to use.

Ground Pound

To Ground Pound, jump and then press down in midair. Yoshi flips and sticks his tail up, bringing his full weight crashing down on whatever is unfortunate enough to be directly below. Ground Pounding is a good

way to burrow through loose soil or flatten posts (often revealing treasure), but it can also be used in self-defense. If you are out of eggs, use a Ground Pound to smash an enemy.

Flutter-Jumping



Yoshi jumps with the Ⓐ button. However, the dinosaur can only do a limited hop, and sometimes it's not enough to reach faraway ledges or distant targets. Flutter-Jumping keeps Yoshi aloft a little longer, and if you practice, you can link up a set of Flutter-Jumps to keep Yoshi in the air for a long time—especially if Baby Peach is on his back. To Flutter-Jump, press Ⓐ to do a regular jump. In midair, press and hold Ⓐ. Yoshi grimaces but also gets a little extra aerial boost.

Morph Bubbles

Morph bubbles are tiny spheres floating near environmental puzzles that turn Yoshi into a special vehicle, such as a submarine. The effects of the morph bubble are temporary, and you can hear a clicking sound when Yoshi is about to revert back to dinosaur form. Yoshi can stay in vehicle form longer by touching additional morph bubbles. When the effects run out, Yoshi is yanked back to the morph bubble. To turn back into Yoshi before the effects wear off, touch a Yoshi Block (a block with Yoshi's smiling face on it). Yoshi transforms back into a dinosaur at that point instead of being hurtled back to the morph bubble.

Helicopter: When in helicopter form, Yoshi can fly in a 360-degree radius and pick up treasure (coins, flowers) just by touching it. The helicopter makes sweeping turns and takes a little space to brake, but at top speed it can cross an area in a matter of seconds.

Mole Tank: The Mole Tank burrows through loose soil and narrow tunnels, crawling up walls or even along ceilings—as long as it can make a 90-degree turn on the surface. The Mole Tank picks up treasure just by touching it.

Submarine: In submarine form, Yoshi slips beneath the waves to pick up treasure and circumvent trouble. Like the helicopter, the submarine can operate in all directions.

Treasure Hunting

Yoshi must do more than just save the babies and defeat Kamek the Magikoopa's minions—the dinosaur must seek out precious treasures and useful items in each world. To earn a perfect 100 points in each stage, you must hunt down all 20 red coins, find five flowers, and end the stage with a star power of 30.

Stars

Yoshi begins every stage with 10 stars. Every star you discover is added to your star power, which maxes out at 30. However, if the baby is dislodged from Yoshi's care by contact with an enemy, Yoshi loses one star

per second of detachment. If Yoshi's star power dips below 10, it automatically regenerates back up to 10.

If you want to score 100 points for the stage, you must walk through the goal with 30 star power. To push your star power to 30, you must collect stars and not lose the baby. Stars can be found inside Winged Clouds. Passing through a Middle Ring earns 10 stars, plus every on-screen enemy is turned into a bouncing star. Stars don't last forever in the wild, so scoop them up as soon as you spot them.

Flowers

Five flowers are hidden inside each stage—each flower is worth 10 points. Most flowers are always visible (though hard to reach), but some are hidden inside Winged Clouds or appear only when all of the enemies in a room are eliminated. You can collect a flower by either touching it or throwing an egg or Koopa shell into it. When you collect all five flowers, not only do you earn 50 points, but you also earn an immediate 1-Up.

Red Coins

Each stage contains 20 red coins—each worth a single point to your final score. Most red coins are not readily visible; they appear as regular coins, unless they are booty held by an enemy, such as a Fly Guy. You can collect these coins by either touching them or throwing an egg through them.

Scoring Secrets

Each world has eight stages, but if you manage to meet some tough requirements, you can unlock two extra areas per world. These special stages are called Secret and Extra. To unlock the Secret stage, you must finish the main game. To unlock the Extra stage, you must earn a total of 800 points in that specific world. Getting eight straight perfect 100s can prove tricky. Fortunately, if you unlock the Secret stage, any points you earn there are applied to the grand total. If completing the Secret stage pushes you above 800, then the Extra stage is unlocked.

To prove yourself as the ultimate gamer, earn a perfect 1,000 points for an entire world. This anoints the title screen with a special star. You receive one star per 1,000-point world. Imagine handing your game over to a friend and watching him or her witness just how hardcore you really are.

Character Coins

Every stage (except Secret, Extra, and World 5-8) has a hidden character coin, a special token that can only be collected with a specific baby. This coin is invisible to any other baby, appearing only as a faint outline. Early in the game, a Stork Stop appears not too far from the char-

acter coin. However, by World 4, character coins can require some real extra work. Collect all of the character coins in a world to unlock the hard versions of the minigames, which are accessible from the main menu.

Coin List

The following lists detail which baby you need to use to collect each stage's character coin:

World 1-1: Mario
World 1-2: Peach
World 1-3: Peach
World 1-4: Mario
World 1-5: Peach
World 1-6: Mario
World 1-7: DK
World 1-8: Peach

World 2-1: Peach
World 2-2: DK
World 2-3: Peach
World 2-4: DK
World 2-5: Mario
World 2-6: Mario
World 2-7: Peach
World 2-8: Mario

World 3-1: DK
World 3-2: Peach
World 3-3: Mario
World 3-4: DK
World 3-5: DK
World 3-6: Peach
World 3-7: Mario
World 3-8: DK

World 4-1: Peach
World 4-2: DK
World 4-3: DK
World 4-4: Mario
World 4-5: Peach
World 4-6: DK
World 4-7: Mario
World 4-8: Mario

World 5-1: Mario
World 5-2: DK
World 5-3: Peach
World 5-4: Peach
World 5-5: Mario
World 5-6: DK
World 5-7: DK
World 5-8: —

Bonus Challenges

At the end of every stage, Yoshi must jump through a flowery goal ring. Every flower collected in the stage appears on the goal ring. When Yoshi passes through it, a marker whirling around the goal ring slowly comes to a stop. If it stops on a flower, Yoshi gets to play a bonus challenge before moving on to the next stage. You can earn a lot of extra lives by playing bonus challenges. And if you manage to collect 700 points in a world, you can play one of the bonus challenges ad nauseum, racking up an incredible number of extra lives.

Flip: Yoshi turns over cards one at a time by throwing eggs at them. Every baby revealed earns an extra life. If Yoshi turns over the Kamek card, the game ends.

Match: There are seven pairs of cards in this deck. You are allowed only three mistakes before Yoshi is ejected from the bonus challenge. If you manage to turn over all seven pairs, Yoshi wins a 10-Up.

Roulette: This is the most dangerous of the bonus challenges—but it's also the most profitable if you have nerves of steel. You bet extra lives before spinning two wheels. The wheels create a formula that affects the number of lives you bet. For example, if you bet 20 extra lives and you get a "x" and a "3," you earn 60 extra lives. Watch out, though, because if you get "x" and "0," you lose all of the lives you bet.

Scratch: Scratch three boxes on this playing card. Depending on how many babies you find, you can earn up to a 5-Up.

Slot: Pull the handle and watch the spindles click into place as you press the button. Depending on which symbols you see, you can earn extra lives. Three 7s earns Yoshi a 5-Up! Three Shy Guys, however, pays out nothing.

These are the bonus challenges you earn in each world:

World 1: Flip
World 2: Scratch
World 3: Match
World 4: Roulette
World 5: Slot

In the Wild

When Yoshi and the babies are exploring the island, seeking out treasure and defeating enemies, keep an eye out for special features and items that affect your progress through a stage.

Eggs and Coins

Eggs and coins are the most plentiful items. Every egg you find is added to Yoshi's growing collection (up to six). And you receive a 1-Up for every 100 coins you claim. Remember, the regular gold coins hide red coins, so always be on the look out for coin hoards or suspicious-looking single coins hanging out in difficult spots.

Stork Stops

Want to change the baby on Yoshi's back? When you stop at a Stork Stop, a stork immediately whooshes in from above, carrying a little bundle of joy.

To switch babies, jump up to the stork. The stork cycles the babies, so if you don't want the one it's carrying, keep jumping up until you receive the desired tot.

Winged Clouds

There is no shortage of Winged Clouds on the island. These clouds can be popped with eggs (or smashed with a rolled Romp Chomp), at which point, treasure almost always spills forth. Stars, flowers, regular coins, and keys can all be found in a Winged Cloud. Red coins, however, are never hidden inside a Winged Cloud.

Not all Winged Clouds are immediately visible. There are dozens of hidden Winged Clouds in the wild that appear only when they are touched by Yoshi or an egg. The cloud remains visible as long as it stays on-screen. If Yoshi walks off and returns later, the Winged Cloud reverts to its invisible status.

Switches

Whenever you spot a red switch, investigate the immediate surroundings to see what it could possibly affect. Some switches solidify transparent blocks, move platforms, or unlock environmental features, such as the wind gusts that only Baby Peach can ride. If the result of the switch is temporary, listen to the ticking countdown to determine when the effect of the switch is about to run out.

Keys and Doors

Keys are found inside Winged Clouds, hanging from balloons, or on hard-to-reach ledges. Whenever you spy a key, there is usually a locked door in the vicinity. Some locked doors lead to other parts of a stage, while others lead to minigames.

Minigames

Access the minigame screen from the main menu and enjoy playing the diversions you encountered in the minigame huts within the adventure. Once a minigame has been discovered, it is accessible from this menu. There are five minigames, each with an easy and hard version. Depending on how you

do in the minigames, you'll earn 1-Ups.

Bouncie Maze: Spring through a sea of Bouncies en route to the finish line before time expires. Try not to land on the backside of any Bouncie, or Yoshi will be jettisoned away from the goal. It's also easy to get trapped between two Bouncies and rattled back and forth. Be sure to bounce into the clocks to add precious seconds to the dwindling timer.

Egg Toss: Yoshi uses eggs for a little target practice, blasting bull's-eyes out of a Goonie-filled sky. Eliminate the targets as fast as possible, using the egg blocks to gather more ammo whenever you run low.

Flutter Challenge: How far can you Flutter-Jump? Test your mastery of the aerial technique in this challenge. Minimize the amount of height lost between Flutter-Jumps to maximize your distance. Think you can reach the 200 mark?

Speed Eater: Yoshi was born to compete in this contest. Slurp up as many enemies as possible, turning them into eggs before time runs out.

Tulip-Shooter: Think of this challenge as Shy Guy basketball. Lick up Shy Guys and spit them out into the tulip in center of the room. How many can you feed to the flower before time runs out?

World 1

The Adventure Begins

Following Kamek's kidnapping of the babies, the Yoshis agree to work together and save the kingdom from the Koopas' nefarious plans. In World 1, Yoshi must escort Baby Mario through a series of challenges, such as boss showdowns with the Big Burt Bros. and Gilbert the Gooey, as well as escape from a rolling Super Big Tap-Tap. Along the way, Yoshi will rescue Baby Peach. Her umbrella helps Yoshi Flutter-Jump to higher ground, recovering every last red coin and flower to guarantee a great score.

World 1-1: Ba-dum Bum

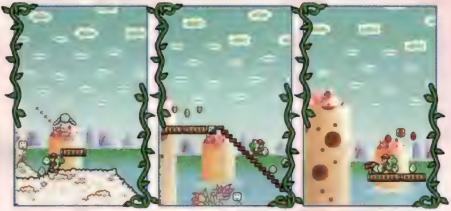
World 1-1 is designed to acquaint you and Yoshi with the kinds of challenges ahead, such as swallowing enemies, creating and shooting eggs, and seeking out hidden Winged Clouds tucked into the corners of the stage. You can use only Baby Mario in this first stage—as you have yet to encounter any of the other tots—so picking up the character coin is a snap.

Starting Out

When you begin the stage, immediately head right, picking up the coins around the Message Block. The Message Block shows you how to create eggs, and it just so happens that a Shy Guy is wandering nearby for practice. Swallow the Shy Guy and turn it into an egg so you can start saving up ammunition for the future.

Keep moving right, looking out for more pesky Shy Guys that mosey across the flowered plains. The first batch of coins you see high in the sky contains red coins, but you cannot Flutter-Jump up there just yet. You must press forward to locate stairs that lead to the lofty perch.

The first two flowers in the stage are right on top of each other, but you cannot grab the higher petals just yet. Grab the lower flower and then head right—you'll backtrack to here soon enough.



When you spot the outlines of steps with an arrow pointing upward, look for a nearby Winged Cloud. Hit the cloud with an egg so it drops out of the air and creates a set of stairs. The stairs lead to the ledge with the topmost flower. After grabbing the flower, keep moving left to reach the ledge with the red coins.

Blast the Piranha Plant with an egg to clear a path to the pipe. Before dropping into the underground, be sure to grab the red coin on the pipe.

Into the Pipes

After you drop through the pipe and land in the crystalline cavern, look for the red switch on the right. Jumping on the switch causes a series of coins to appear in a trail through the winding cavern. However, the coins don't remain available long enough for you to pick them up running at normal speed. You have to use Baby Mario's Dash to sprint through the coins and grab every last one of them.

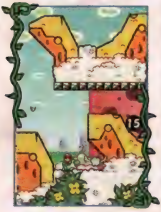
Once you've pocketed all of the coins, use the arrow balls to spring up through the cave and back to the surface.

Head for the Goal

When you leap out of the underground, you can either use the Flutter-Jump to scramble up to the ledge above you or you can bop the underside of the pink block to expand it. Once it has expanded, jump up to collect the arc of coins in the air, making sure to snag the rightmost coin—it's a precious red coin.

TIP Increase your star power by jumping up to the right and nailing the Winged Cloud with an egg. It release five stars.

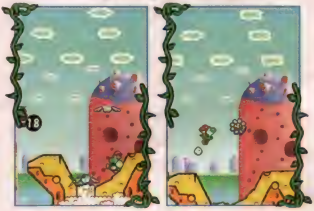
After the small hill, jump out to the pink rotating platforms and ride them all the way around, picking up red coins disguised among the regular coins. Look out for the Piranha Plant along the floor below the platforms. An egg is enough to wither the menacing vegetable. And definitely don't forget to pick up the flower to the left of the platforms, tucked beneath the yellow ledge.



Step into the small alcove below the next yellow ledge to reveal a Winged Cloud. Hit the cloud with an egg to unleash five stars.

Jump through the next arcing line of coins (picking up the red coin at the end) and drop down on the ground next to a pipe. A flower is to the right of the pipe, but watch out for the Shy Guys emerging from the underworld. You can either swallow the Shy Guys as they poke their heads out of the pipe or drop right down into their lair and fill up your egg collection on their turf.

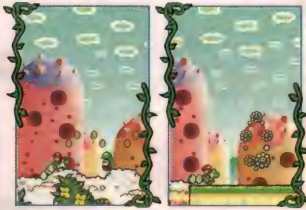
Keep moving right, looking for a Winged Cloud in the center of a vertical shaft. Nail the cloud with an egg and a giant sunflower sprouts—jump on the leaves to reach the rotating pink platforms and collect more red coins. To the left is a Middle Ring—step through it before moving on. A Winged Cloud to the left creates a set of stairs leading up to several bonuses, including a 1-Up.



From this small canyon, you can hit the Shy Guy carrying the 1-Up and expose a hidden Winged Cloud with stars in the basin. Also, be sure to target the Winged Cloud in the air to reveal a flower.

Commentary

Hunting for the 39 character coins hidden throughout the island added considerable replay value to the game for me. If you manage to find all of them, you can unlock a series of sweet extra stages that will really challenge your reflexes. The first character coin is simply down this pipe, but from here on out, I found that locating these special goodies required searching high and low—and braving some pretty perilous situations. Not only did I have to seek out these coins, but I had to use the right baby for the character coin to even appear! I found subtle hints in the scenery, though, to help me determine which baby I needed to use. For example, if I saw vines leading off into a side chamber away from the main path, chances were I needed Baby DK to get the character coin.



You're almost to the goal. Jump through the last few arcs of coins to pick up the remaining red coins, slurping up Shy Guys to pad your collection of eggs. After you have all the coins, run through the goal to complete the very first stage.

World 1-2: Hit the M Blocks

World 1-2 introduces the M Blocks, special bricks that only Baby Mario has an effect on. Bopping M Blocks from below with Baby Mario often releases coins, but look for special bonuses like giant sunflowers. And always look for outlines of invisible M Blocks, which solidify only when struck by Baby Mario.

M Blocks

When the stage begins, walk forward and bop the M Blocks to earn coins. Some of the M Blocks, such as this one, are like the coin blocks from previous *Super Mario Bros.* games that spew coins for every hit before going dormant. Once you've exhausted the coins, be sure to jump on top of the block to pick up a red coin. A flower sits on the ledge above these blocks, but it's too high to jump to just yet.

However, if you mosey forward, the third M Block in this series sprouts a giant sunflower. Jump up the leaves to reach the ledge with the flower—but before you scale skyward, pick up the four coins to the right and nab a red coin.

TIP **Hit every M Block! Some contain stars that up your star power. Remember; in order to finish a stage with 100 points, you must jump through the goal with a full 30 star power.**

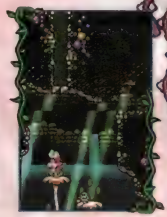
Not only is there a flower up here, but a Shy Guy is flying overhead with a red coin. Throw an egg at the red coin the Shy Guy is holding to pick up his treasure.

NOTE

If your egg strikes only the Shy Guy carrying a red coin, the coin falls and starts to blink. You must pick it up before it vanishes. If you miss it, you cannot claim it—you must restart the stage from either the beginning or the previous Middle Ring. This can prove quite tricky in many situations, so always aim for the red coin instead of the enemy holding it.

After tagging this Winged Cloud to pick up five stars, head right and stand beneath the two columns of coins stretching into the sky. Throw eggs at the coins to pocket them and pick up red coins. After clearing out this area and retrieving all treasure, jump on top of the pipe and press down to enter the underground.

Underground



The underground cavern is full of coins—most just sit on top of skinny fungi. Be sure to collect all of them in the cave, as there are red coins hidden among them. However, watch out for the Lantern Ghosts. These pesky spirits patrol the cave, but they can be easily swallowed and turned into eggs.

Look for a flower in a small nook along the cavern ceiling. You cannot jump up to grab it; you must toss an egg at it. Watch out for Lantern Ghosts making the rounds. If you are low on eggs, swallow the ghosts so you have something to throw at the flower.

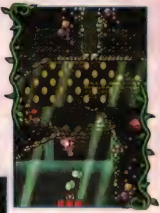
Character Coin

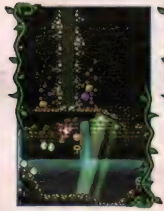
Three M Blocks here help you get the character coin. Bop the middle one to release a bouncer. Unfortunately, the character coin in this stage can only be picked up by Baby Peach—and you have not found her yet. To get this character coin, you must complete the stage and return once Baby Peach has joined the party. Once you have Peach, use Baby Mario to reveal the bouncer, then switch to Baby Peach at the Stork Stop. Now bounce up there and claim your prize.

TIP **Check out the small alcove to the right of the character coin. A hidden Winged Cloud in there has five stars.**

There is a Middle Ring in the field of toadstools. Walk through the Middle Ring to save your progress. In case disaster strikes, you can start playing the stage from this point now instead of from the very beginning of the level. After accessing the Middle Ring, hit the nearby M Blocks to unlock another bouncer. Use this to jump high into the air, where you spot a locked hut. You don't have the key, though.

A huge coin field holding a few red coins floats in the air to the right of the hut. Keep jumping on the bouncer to fly up into the coins, then use Yoshi's Flutter-Jump to scoop up all of the coins and fill your pockets.

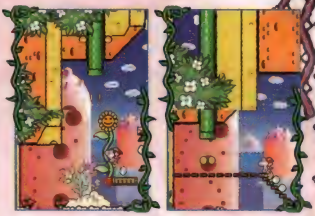




After collecting all of the coins above the bouncer, walk to the right to spot the key to the hut. It's attached to a balloon floating in the air. Pop the balloon with an egg to drop the key. When you walk over the key, it joins your eggs behind Yoshi. Now, return to the hut and press up at the door to enter and try out the flutter challenge minigame. Playing this minigame is entirely optional—your degree of success has no bearing on your score at the end of the stage. (For more, please see the "How to Play" chapter.) After you've finished with the hut, walk back to the right to use one last bouncer to spring to the surface.

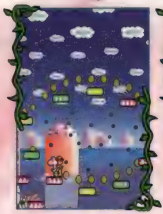
Ferris Wheel

When you resurface, you see an M Block. Hitting this M Block releases a giant sunflower. Scale the sunflower leaf by leaf until you reach a ledge to the right. Look straight up to spot a Winged Cloud. Bop it with an egg to create a staircase leading up to a pipe. (If you have no eggs, swallow the Shy Guy to the right of the M Blocks.)



Jump into the pipe to appear in the clouds above the stage. A flower awaits at the end of the clouds, but you have to use Baby Mario's Dash to get it. Jump on the switch to make a series of coins in the clouds appear, but be careful about the rising stones that try to block your path to the flower. If you're too slow or spend too much time collecting coins, the rocks rise too high to jump over. If you are stopped cold before fetching the flower, just return to the left and step on the switch again. After you retrieve the flower, go back down the pipe to return to the surface.

There's a flower in an alcove to the right of the M Blocks that opened the way to the clouds. Jump over the Pointeys as you run to the right. Jump on the head of the Pointeys guarding the flower, or hit the head with an egg.

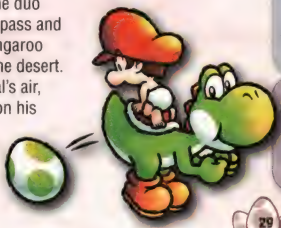


After collecting the flower, use the rising platform next to the alcove to head for the Ferris wheel of rotating platforms. The wheels continuously spin around—ride the platforms to pick up coins. If you collect every single coin on these platforms, you will find the last of red coins.

The last flower is hiding high in the sky above the rotating platforms. First, you have to hit the Winged Cloud with an egg. This reveals the flower. Throw another egg to claim the flower. Keep riding the platforms around the area to pick up any remaining coins, and then head right to jump through the goal.

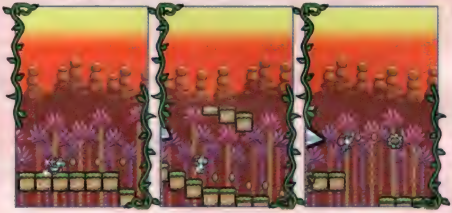
World 1-3: Mario's Fleet Feet

As Baby Mario and Yoshi push on toward Kamek's hideout, the duo heads through a mountain pass and meets up with a helpful kangaroo that offers a ride through the desert. But even with the marsupial's air, Baby Mario must still rely on his Dash to escape the area and press on toward a spooky castle.



Super Big Tap-Tap

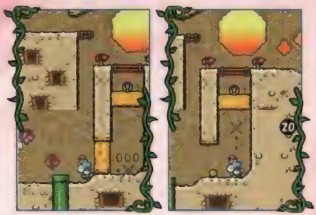
When the level begins, a nearby Message Block informs you that you'd better have your running shoes on. It's sound advice, because as soon as you step through the opening to the right, a Super Big Tap-Tap appears. The massive ball, surrounded by spikes, crashes through the area, destroying everything in its path—including the ground you walk on.



You must run at full speed to keep ahead of the Super Big Tap-Tap. If one of its spikes even touches you, you fail and must restart the stage. However, there are red coins sprinkled among the line of coins that stretches the length of the Super Big Tap-Tap's route. You must run through the coins, making sure to gingerly hop up and grab the coins hanging slightly above the surface. These are the red coins. At the very end of the run is the first flower. Jump up, grabbing the coins in front of the flower (they are red coins), and grab the flower before darting through the gate and safely stepping into the Middle Ring. The Super Big Tap-Tap cannot follow you through the gate; it bounces off the wall and sinks out of sight.

Cave Exploration

After moving into the next area, you're challenged to try out some spelunking. You must dig through the dirt to get through the cave interior, but Yoshi can only break through loose soil with egg tosses or a Ground Pound. If you don't have any eggs, swallow Shy Guys as they emerge from the nearby pipe. Don't stop until you have the full six eggs you can carry. Next, throw an egg through the soil to the right. The soil crumbles when the egg zips through it. Repeat this procedure with the soil in the shaft above you. The egg knocks down a bouncer, which vaults you up to the ledge above.



Check out the M Blocks in the small alcove to the left. Two offer only coins, but the center one releases stars.

Head deeper to the right, approaching a trio of platforms with Shy Guys. Arrows on the walls point up a vertical shaft and directly to a flower. You must ricochet an egg off the walls to pick up the coins and collect the flower. The coins in front of the flower are red coins. If you're low on eggs, slurp up those Shy Guys to add to your egg count.

Continue moving right until you reach a soil plug that blocks the cavern. You must use eggs to break down the

dirt and carve a path through. Notice the quartet of coins along the top. You can access those if you direct an egg diagonally through the dirt and then throw another egg through the narrow tube beneath them. Now, jump into the tube and follow it to the four coins. The last coin is a red coin.

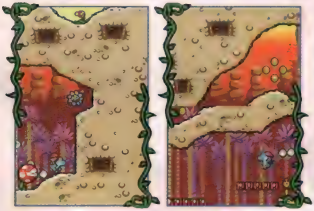
Keep walking through the cave until you reach the rolling rock. This stone is indestructible and will instantly pop any enemy it rolls through. Step on the edge of the stone to get it started or push it down the slope. The rock pops the Piranha Plants, Shy Guys, and everything else in its path.

While the rock takes care of the enemies, Flutter-Jump through the coins above. A Winged Cloud in the air releases stars when popped with an egg. After collecting all of the goodies, exit the area to the right.

To escape the cave, you need to use a system of switches that temporarily create platforms.

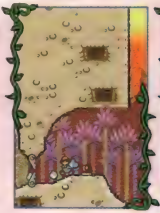
Baby Mario's Dash is the only way to sprint along the platforms in time before they vanish. Fortunately, you can hit the switches as many times as necessary to create the platforms and exit the area. The switches also activate coins along the platforms, which you can collect. Pick up enough coins and you earn a 1-Up.

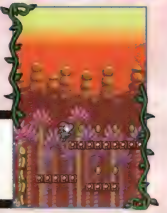
The first switch is right in front of you and creates platforms that allow you to reach the rocks above you. Once up there, use another switch to place platforms over the Piranha Plants along the cavern floor. Dash along the platforms to pick up coins and then hop up three small ledges to reach the next switch.



The platforms created by this switch span gaps in the cave floor that lead all the way back down to the first set of Piranha Plants you crossed over. There are also a few Shy Guys and Pointeys you must either jump over or tag with eggs. Once you reach the next path of solid ground, nail the Winged Cloud above you with an egg to reveal a 1-Up. Run to the right to exit the cave through a one-way gate and go outside.

There is another switch just outside the cave. Stomp it to create a set of platforms, but watch out for the tall Pointeys that poke up just high enough that you cannot scale them in a single bound. Flutter-Jump them, then run along the platforms, picking up the coins, before exiting into the next area.





TIP

The last three coins on this ledge are always visible. That means they are red coins.

When you enter the next area, you immediately spot a crate and a short pole in the ground. Use Ground Pounds on each of these to reveal treasures.

NOTE

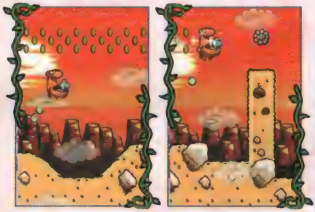
Most crates are full of coins and stars, while a pole releases a red coin when pounded all the way into the ground. However, as you get deeper into the island, you must often consider if these items have any practical use before smashing them. Some poles block enemies. Some poles must be used to reach higher ledges before you

NOTE cont'd

can pound them and unlock the red coin within. Crates double as weights to activate switches. Just look around the environment before getting destructive, because once a pole or crate is pounded, it cannot be unpounded.

Head up through the cave until you reach a pole sitting in the corner beneath a pipe too high for you to jump into. Ground Pound the pole once to release a red coin. Smash it to the floor, though, to expose a Winged Cloud. Hit the Winged Cloud with an egg to raise a series of stones beneath the pipe. You can now jump up and enter the pipe.

Kangaroo Ride



The kangaroo offers you a ride through the desert. The skies above the scorched sands are full of coins. When you jump into the kangaroo's pouch, it immediately starts hopping through the desert. Hit Jump to make it bounce especially high and then press Ⓑ again to flutter in the air and collect coins. Be sure to pick up the flower in the middle of the run. When the kangaroo reaches the other side of the desert, Yoshi is ejected and returns to the stage below.

TIP **Be mindful about the ground when you cause the kangaroo to flutter through the air. Once the kangaroo starts dropping, you can't engage another flutter like Yoshi (though you can float multiple times in one jump). If the ground disappears, there is no way to save the kangaroo and the cargo in its pouch: you.**

After leaving the kangaroo and passing through the pipe, jump up on the ledge to the right. There is a flower just below to the right, near a breakable bit of rock. First, jump on top of the pole and hop straight up to grab a red coin. Next, Ground Pound the pole to release another red coin. Then, step on top of the breakable rock and Ground Pound again to drop down next to the flower. After picking up the flower, walk through the one-way gate and head back up to keep progressing through the area.

When you step to the right, you see a flurry of leaves blowing through the air. A flower under a ledge between two Piranha Plants is spinning its petals so fast it creates an updraft. The outline of a character coin is in the middle of the updraft. Unfortunately, only Baby Peach can make use of the wind (with her umbrella), so you must come back to this stage after finding Baby Peach to collect the character coin. When you do have her, just deploy the umbrella in the wind to fly up and collect the treasure.

The goal is just to the right of the gusting wind. Hopefully, you collected all of the flowers so you can enter a minigame and earn some extra chances.

World 1-4: Castle of the Big Burt Bros.

This is Yoshi's first trip inside a bad guy's castle—there are two in each world. Big bosses wait for Yoshi and the babies at the end of every castle. In this fortress, the Big Burt Bros. block the way to the rest of the island. To keep questing for the babies, Yoshi and Baby Mario must puncture these tubby twins.

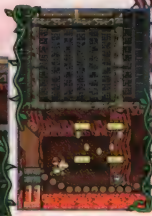
First Floor

When you first enter the Big Burt Bros. fortress, you must walk across a set of log bridges that span burning lava. There are buckets in the air that you can strike with eggs; the buckets contain coins (not red coins), but you may want to hold on to your eggs for use later in the castle. Pick up a couple of yellow eggs by hitting the blocks between the bridges.

NOTE

Remember, yellow eggs release two coins when you hit something with them.

The rotating platforms after the first set of log bridges hold red coins.



After the rotating platforms, look for a Winged Cloud in front of a series of invisible blocks. The Winged Cloud drops a switch that activates the blocks, creating a path to a flower high above. However, you only have one chance to get up there—the switch disappears after you stomp it. If the platforms vanish before you reach the flower, you have to restart the stage and try again. Once you reach the top, pick up the flower and then drop back down to the floor.

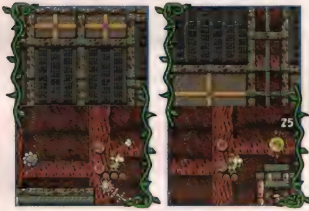
TIP **An invisible Winged Cloud hovers in the left corner of the room, above the invisible platforms. Hit the cloud to release five stars.**

Back on the ground, walk through the coins to the right (picking up a couple of red coins) and then pass through the door.

Second Floor

The next chamber is full of spiked balls on rotating arms. You must deftly avoid the spiked balls to pick up the coins strewn about the room, as well as scale the chamber and pick up both a flower and a character coin. (This is Baby Mario's coin, so no worries about needing to come back and brave the castle again with another baby.) After filling up on eggs, run underneath the first spiked ball—picking up a red coin—and jump over the next one. There is another red coin in the center of the spiked ball's path.

Another spiked ball trap awaits in the center of the room. Its several arms have slowly twirling spiked balls at the ends. Duck beneath the balls to pick up some more coins and access the Middle Ring, which is just to the right of the trap.



After accessing the Middle Ring, jump up the logs between the spiked-ball traps. You'll spot the character coin to the right, but the flower is off to the left. Run left, jumping over the spiked balls as they swing close to Yoshi. The flower is on a platform between two pairs of coins. After grabbing the flower, head back to the right to jump through the character coin. Drop back down between the two spiked-ball traps and slurp up the Shy Guys exiting the pipe in the floor to refill your eggs.

Head right, avoiding the lava and picking up coins en route, to a set of rotating platforms. These platforms spin clockwise like a gear, slowly inching across a track as you step on them. There are red coins at the end of the track, so make sure you scoop up the coins to gather the treasure.

Before stepping through the door to the next level of the castle, throw an egg along the ricochet path noted by the arrows on the wall. There's a flower up there. After collecting it, step through the door.

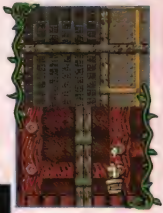
Third Floor

When you first enter the next floor, you can spot a flower somewhere above you—but it's guarded by two Burt Bros. To reach the flower, walk to the right and use a rising pink platform to scale the chamber.

Ride the pink platform up and jump off to the right. There are some egg blocks you can break to get eggs before challenging the small Burt Bros. for the flower. Jump to the left, picking up red coins, and then drop to the area with the Burt Bros. Grab the flower and pop the Burt Bros. with eggs to release stars. Scoop up the stars and descend to the ground.

There are two sliding platforms to the right. The top one is pink; the bottom one is yellow. Collect the coins along their paths to get some red coins.

On the other side of the sliding platforms is another vertical platform, as well as two more sliders. The vertical platform raises you within range of three Winged Clouds along the ceiling. The cloud on the right creates a staircase to a door on a ledge off to the right. The other cloud releases goodies, like stars and coins.



If you ride the vertical platform, you close in on a crate. Ground Pound the crate to discover a key. Pick up the key and then head back to the newly created stairs. Run up the stairs and walk through the door on the left.

The door opens into a dark chamber full of Piranha Plants and Lantern Ghosts. Eliminate all of the Piranha Plants to reveal a flower. Use the Lantern Ghosts to make eggs if you run low. After picking the flower, exit the room through the door on the ground and then drop to the locked door on the ledge below. Unlock the door with the key and pass through.

Big Burt Bros.

After passing through the locked door, fill your eggs from the block and step through the Middle Ring to save your progress. A red door to the right leads to the lair of the Big Burt Bros., mischievous fellas under the spell of Kamek.

Kamek casts a spell on the tiny Burt Bros., turning them into blobby giants who then bounce across the room, jumping on top of each other. You cannot jump over the Big Burt Bros. when they are standing on top of each other, so if they close in, just duck into the small indentations on the ground. You must hit the Big Burt Bros. six times to defeat them. (You can hit either one six times, or spread the hits between both.) If you run out of eggs, a small plant in the middle of the room spits out spares you can run over and pick up.

Once the Yoshi and Baby Mario defeat the Big Burt Bros., they rescue Baby Peach. Once you complete Baby Peach's stage, you can switch between Baby Mario and Baby Peach at any Stork Stop in the world. You'll return to World 1-2 and World 1-3 to pick up the missing character coins or just move on to World 1-5 and try out Baby Peach's special talents to sail with the winds.

World 1-5: Catch the Breeze!

Thanks to victory at the Big Burt Bros. castle, Baby Peach is part of the team. Her skills with an umbrella will help Yoshi fly through the air on gusts of wind to pick up hidden collectibles and access hard-to-reach ledges. Just use the Stork Stops to change babies whenever you need to use Baby Peach's parasol.

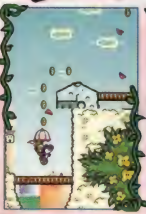
Baby Peach

When the stage begins, Yoshi is still giving Baby Mario a lift. Drop into the first pipe to grab a flower. After surfacing, run to the right, collecting coins and slurping up Shy Guys to create eggs. Jump down into the small area below the arc of coins to find Shy Guys and a hidden Winged Cloud in the right corner. The cloud releases five stars. After scooping up the stars, jump out of the hole, collect the coins, then head right to find the first Stork Stop.

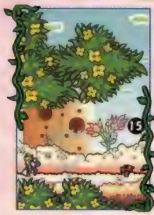
Switch to Baby Peach at the Stork Stop. You need her umbrella to scale the sheer cliffs to the right.

Commentary

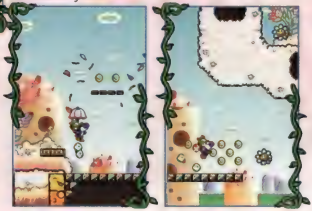
I found that Stork Stops are not placed around the island without thought or consequence—every one is there for a reason. So when I spot a Stork Shop, I take time to consider what reasons there might be for one. Perhaps there is a wind that requires Baby Peach? Or vines that indicate I need to switch to Baby DK? I know that if I absolutely need a specific baby to complete a task or challenge, there will always be a Stork Shop in the vicinity.



To use Baby Peach's umbrella, jump into the gusts of wind and perform a Flutter-Jump. Yoshi strains to keep aloft, but the umbrella catches the wind and whisks the pair high into the sky. Be sure to collect the coins on your way up the cliffside—there are red coins there.



After you finish collecting the coins, step into the next area. Save your progress at the Middle Ring right in front of you.



Keep moving right. A huge gust coming out of the ground propels Baby Peach and Yoshi up to some platforms. There are coins here, including red coins. Watch that you don't fall down, or else you'll have to deal with a Shy Guy and a ravenous Piranha Plant. Pick up the flower to the right of the platforms before dropping back to the ground.

TIP **The wind itself is invisible—but keep your eyes peeled for rustling leaves or floating paper hearts. When you spot these telltale signs, there is a stiff breeze somewhere close.**

Fly up the next wind to the very top of the stage. Watch out for a pair of patrolling Shy Guys on the ledges. A line of coins extends to both the left and right—pick them all up to get the red coins. Walk left to pick up a flower, then either duck or shoot the Piranha Plant to the right to finish collecting the line of coins. You'll spot the character coin above you, but you cannot reach it now.

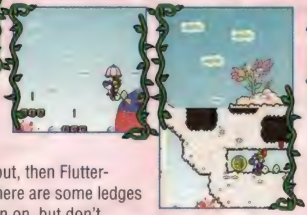
Before you return to the ground, look to the far right from where the Piranha Plant thrashed about: there's a Winged Cloud. Nail it with an egg to get a 1-Up, then fall to the ground.

Another Winged Cloud floats over a small pipe. Hit the cloud to release stars. If you're short on eggs, slurp up the nearby Shy Guys to create some yolk.

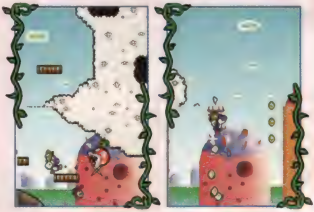
When you walk farther right, you see a wind shooting diagonally into the sky. This wind propels you high enough to capture that character coin and keep moving through the stage. But before you pull out that umbrella, pass through the wind on two feet and step inside a small chamber. Here, swallow some Glide Guys for eggs.

Next, ride the wind inside the chamber to expose a hidden Winged Cloud that contains five stars.

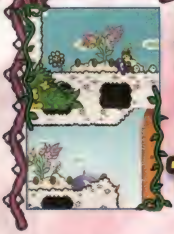
Return to the diagonal wind and ride it up, collecting the coins in the middle of the jet stream. Don't pass up the small ledge in the middle of the flight. There is a hidden Winged Cloud in the tiny alcove to the right. It contains a flower.



Want that character coin? Collecting red coins? Ride the wind until it gives out, then Flutter-Jump to the left. There are some ledges you can touch down on, but don't linger—these holey platforms cannot support your weight for more than few seconds before they fall. Jump to the left and follow the line of coins into a small alcove to pick up the character coin. Before heading back to the diagonal wind, hit the Winged Cloud in the air to drop some coins and stars.



Drop down the shaft after the wind finally gives out. A Piranha Plant is causing trouble down here, but if you swallow the acrobatic Shy Guys, you'll have plenty of eggs to take care of it. Continue moving right until you find more wind-making flowers. Ride the first one up to a ledge with coins.



Ride the next wind all the way to the top of the stage, then float left to pick up another flower on a ledge. While riding the winds, be sure to pick up every single coin in the jet stream; red coins lurk amid the cash.

TIP **Look for a ledge between the first outcropping and the topmost ledge with the flower. Pop the Winged Cloud on this ledge to pick up some extra coins.**

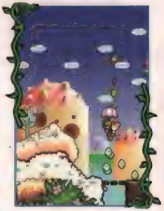
A large alcove to the right of the wind gusts holds several coins, including a pair of red coins. Once you've collected everything necessary, ride the wind back up to the top and then float off to the right to pass through the goal.

World 1-6: Glide Guys Take to the Skies

Baby Peach's umbrella is put to the test in this world of wind. Master the currents to see the sights while you pick up coins, flowers, and other treasures on your way to the goal. This visit to World 1-6 won't be your last—the appearance of vines means Baby DK has work to do here once he's been rescued.

Soaring

Since you ended the previous level with Baby Peach, you'll also begin this level with the umbrella-toting tot. Jump into the wind that's blowing from beneath the bridge and soar through the air, picking up coins. Watch out for Glide Guys! You can swallow them up to make eggs or just step to the right of the first wind blast and bop the egg block.



A Stork Stop waits at the top of the wind, just beneath a Winged Cloud that contains five stars. Peg the cloud to get the stars, then step on the Stork Stop to switch to Baby Mario. You need the little tyke to collect his nearby character coin.

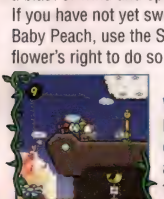
Once you have Baby Mario on Yoshi's back, walk to the right and jump beneath the M Block to create a giant sunflower. Hop up the leaves and then Flutter-Jump to a ledge immediately left of the sunflower. There are red coins right in front of Baby Mario's character coin. When you're done collecting, return to the Stork Stop and trade Baby Mario for Baby Peach.

Let the wind take Yoshi and Peach up to a narrow alcove; collect some coins near a small patrol of Shy Guys. Next, rush to the top of the stage and run all the way to the left side of the platform, next to the wind. Aim an egg straight up to hit a Winged Cloud and earn a 1-Up. After dropping down the line of coins on the right side of the platform, look for a Piranha Plant on top of a pipe. Nail the toothy veggie and drop into the pipe.

A gust of wind blows Baby Beach up to a long line of coins along the top of the cave. Collect all the coins, then drop to the floor of the cavern. A Shy Guy floats above you—it carries a red coin. If you need eggs, bop the egg block then toss an egg through the red coin to pick it up. Exit the cave via the pipe on the room's right side. Grab the coins to the pipe's left after you surface—the two coins right above the Pointey are red coins.

Keep heading right after exiting the cave. A gust of wind blows you high into the air. Watch out for the Glide Guys as you float up to pick a flower.

Look for the flower on the ground to the right. It's a wind-maker, but its petals are stationary. Throw an egg at the Winged Cloud above it to create a blast of wind and spin the flower. If you have not yet switched back to Baby Peach, use the Stork Spot to the flower's right to do so.



An invisible Winged Cloud hovers in the air to the right of the newly created wind. Float through it to make it appear, then hit it with an egg to release five stars. Pop the Pointeys to the right to clear a path to the next wind.

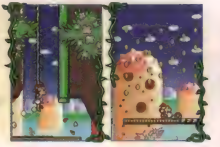
This flower isn't always in motion—it turns on and off. Time your jump right before the flower starts spinning so the gust of air blows you up through some coins.

There are two Winged Clouds to the left of the wind. The first cloud holds coins only, but the second cloud contains a flower.

Float across the wind to the platform to the right. There is an egg block you can use to gather more eggs. Next to the egg block are several Sluggers playing ball with eggs. You can dispatch these little fellas by bouncing on their heads a few times—they'll just catch or bat any eggs you throw at them. The four Winged Clouds above the Sluggers you can hit with eggs. The contents of the clouds are, from left to right: coins, stars, coins, flower.

Two more stationary flowers sit to the right of the Sluggers. Hitting the Winged Cloud over the first flower turns them both on, creating gusts of wind. The first flower leads up to a Stork Stop and a vine. Neither Baby Mario nor Baby Peach can climb vines; only Baby DK can swing like that. However, you have not found Baby DK yet, so you must soldier on without knowing what's up there. Fly up the wind created by the second flower to move on to the next area. You'll need to return to this stage when you have Baby DK.

When you return and can switch to Baby DK at the Stork Stop, climb the vine to enter a secret stash of coins. Jump on the bouncer to flip up into the air, and use Yoshi's Flutter-Jump to collect all of the coins.



Helicopter

After you step into the next area, a Middle Ring lies right in front of Yoshi. This is a helicopter zone, where Yoshi can jump into a morph bubble and temporarily transform into a chopper. You have a limited amount of time in the helicopter form before Yoshi returns to his original shape.

The entire area is full of coins, including many red coins. Fly through every single coin so you collect all of the red coins. There are several tunnels and alcoves to fly into, too, so scour the entire area to scarf up all of the treasure.

After you have all of the coins, touch the Yoshi Block in the bottom right corner of the area. Baby Peach will instantly catch up to Yoshi as he transforms back into his original shape. You can now drop down the pipe into the next area.

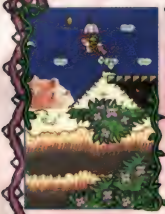
TIP **An invisible Winged Cloud sits in an alcove beneath the morph bubble. Hit the cloud with an egg to reveal coins.**

Head for the Goal

As soon as you hit the ground, look out for Koopas on parade. Yoshi cannot turn these shelled creatures into eggs—he can only spit out their shells, which run along the ground until they strike an enemy or bounce off another surface.

Yoshi must use a trolley to reach the end of the stage, but the only way to make the trolley move is to toss eggs at the pulley. Load up on eggs at the egg block, then jump on the trolley. Every time you hit the pulley with an egg, it inches farther up its rail. The trolley's path crosses coins, including red coins.

Once you're at the top of the trolley, jump to the ledge to the right and pick up the flower hanging in the air. Watch out for Koopas.



When you return to the ground from the ledge with the flower, head right to reach a Stork Stop. Switch to Baby Peach if you're using any of the other babies, then jump into the diagonal gust of wind. Ride the wind through a line of coins until you're dropped off onto a ledge. Walk left to spot a Winged Cloud full of stars.

Next, run to the right and jump up into the horizontal wind. It blows you across the stage, sailing over what looks like a giant pit of invisible coins. A switch on the right wall of the pit activates the coins, but don't just hit the switch without a plan. The switch can only be used once, and once the coins have disappeared again, you cannot reactivate them.

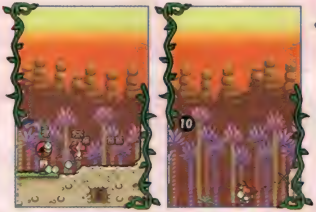
As soon as you touch the switch, jump into the coins and use Flutter-Jump to scoop them up one "line" at a time. Use the wind coming out of the pipe at the bottom of the pit to maintain altitude and keep grabbing coins. Once the coins are gone, fly out of the pit via the wind from the pipe.

After exiting the pit, head right to walk through the goal.

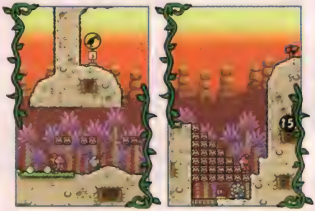
World 1-7: Baby Mario and Baby Peach—Dynamic Duo

To save all of the babies and stop Kamek's plans, you must learn how to use the babies in tandem to solve puzzles and access areas that a single baby could not otherwise reach. In this World, Baby Mario and Baby Peach must work together to explore a network of caves, picking up flowers and coins en route to the goal.

Collecting Coins



Fortunately, there is a Stork Stop at the beginning of the stage, since the first thing you must do is bop M Blocks. Switch to Baby Mario and then walk forward, hitting the blocks to create solid platforms. Jump up to the grassy ledge above the first set of M Blocks—it holds two more sets of M Blocks, each with a red coin above it. After you collect the coins, fire an egg at the Winged Cloud on the rounded ledge above you. The cloud releases five stars.

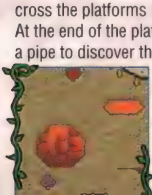


Keep moving right, hitting the M Blocks and releasing coins. A huge collection of M Blocks in a pit to the right blocks your path to a flower. Switch to Baby Peach at either the first Stork Stop or the Stork Stop on the ledge above the flower. Switching to Baby Peach turns the M Blocks transparent, opening the path to the flower.

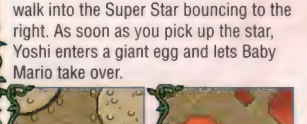
After you pick up the flower, jump on the nearby switch to start the wind flower on the ground. Now you can soar into the sky and flutter to the right, collecting coins. Drop into the tunnels to keep moving through the stage.

Superstar Mario

Use the Stork Stop in the tunnel to switch to Baby Mario. A switch on the ground to the right creates a series of platforms over a bunch of Piranha Plants. Hit the switch and use Dash to cross the platforms before they vanish. At the end of the platforms, go down into a pipe to discover the first Super Star.



Superstar Mario can run so fast he defies gravity. To check out Superstar Mario's speed, walk into the Super Star bouncing to the right. As soon as you pick up the star, Yoshi enters a giant egg and lets Baby Mario take over.



Run to the right, holding down the Dash button as if you were using Yoshi with Baby Mario. Superstar Mario runs right up the wall! Keep running along the walls and the ceiling. The Super Star's

powers are only temporary, so be sure to scoop up the Super Star on the ceiling to keep Baby Mario in motion.

To collect all of the coins and the flower in this chamber, you have to drop from the ceiling and run around the spheres in the middle of the room. When you're over one of the circles, jump down and hold Dash to ring the sphere and collect the treasure. There are three spheres, so be sure to jump to each one and Dash all around it. When you have emptied the room of treasure, leave through the same pipe you entered.

When you exit the pipe, strike the Piranha Plant to the right with an egg, then head into the next area.

No Baby DK Yet!

In the next area, you see several vines hanging from the ceiling. Only Baby DK can use those vines, but without the little ape on your team, you have to keep walking. Cross over a pipe blocked by M Blocks, but don't forget to return here when you've switched to Baby Peach. There's a flower down that pipe.

Walk right and hit the transparent M Blocks with Baby Mario to make firm platforms. Once you're done, jump up to the Stork Stop and switch to Baby Peach. (Now, head back to that pipe and collect the flower!)

Switching to Baby Peach makes the M Blocks blocking the Middle Ring to the right disappear.

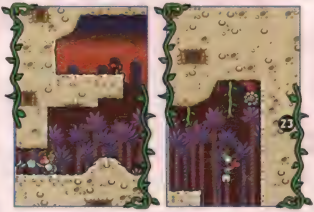
When you have Baby DK in your party, return to this stage and climb up the vines. Ground Pound the rock in the soil above the vines to find a Winged Cloud containing a 1-Up.

Switching to Baby Peach may have let you touch the Middle Ring, but now all of the M Blocks to the right are transparent. You must switch back to Baby Mario at the next Stork Stop to make the M Blocks reappear. Then you can bounce under them to make them permanent platforms for Baby Peach to use.

After switching back to Baby Peach, scale the M Blocks and jump into the winds. Collect coins as you sail to the right and then ride the vertical wind straight up to the next area.

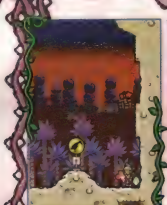
Cave Interiors

When you land on the platform, it looks like there is nowhere to go. Step to the right to poke your head into the cave and reveal the vast interior of the mountain. Walk through the tunnels to collect coins and defeat enemies, worming your way to the goal. Head right and look outside to spot the next flower.



Drop to the ground and walk into the alcove to the left. Two hidden Winged Clouds pay out 1-Ups. Next, walk to the right. A transparent M Block sits beneath a flower. Baby Peach can hit the flower with an egg to collect it. When you have the flower, use the bouncer to the left to vault back into the caves.

Once you have Baby DK, return to this part of the stage and climb the vines. A small cave right above the flower holds the DK character coin.

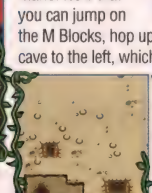


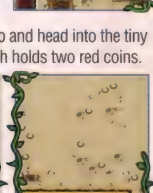
Walk along the upper path in the cave and step back outside to find a Stork Stop and a collection of invisible M Blocks. If you have Baby Peach, keep her for now.

Jump across to the cave indentation to the left of the M Block stacks. When you step inside, you can see a trail of coins headed down. Follow the coins and then step right, just beneath the platform you landed on when you first entered this area.

A red coin lies in the small alcove to the right. Step in, take the coin, then jump back up to the starting point. Enter the main cave to the right and then backtrack up to the Stork Stop next to all the M Blocks.

Switch to Baby Mario. Now that you can jump on the M Blocks, hop up and head into the tiny cave to the left, which holds two red coins.





Next, cross the M Blocks to the right and enter another cave. Pass through the one-way gate and step up to the morph bubble. This turns Yoshi into a Mole Tank. As the Mole Tank, burrow into the loose soil to the right. The first section of soil has a line of coins in it, but none of them are red coins.

The next section, however, has three red coins. Drive the Mole Tank through all of the coins to pick them up, and then touch the Yoshi Block to return to Yoshi's original shape. Descend the shaft to the right and enter the pipe at the bottom.

When you drop down, walk to the left and enter a cave. A system of arrow clouds points to a flower. Hit the green arrow cloud with an egg. The egg flies through the clouds, following the direction of the arrows clouds until it hits the flower.

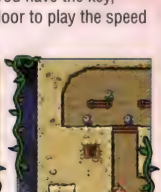
Now, head right and check out the two small caves to find coins. (The rightmost cave has a red coin.) Jump up into the cave on the wall. Follow it to the right, spotting the Winged Cloud. This cloud releases a seed that sprouts a giant sunflower. You could step outside at the top of the sunflower, but instead, drop farther down the cave and look to the right.

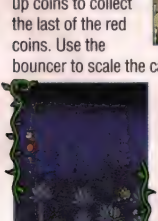
A tulip sits against the cave wall next to a series of arrow clouds. Throw an egg into the yellow arrow cloud. The egg bounces right into the tulip. The tulip then releases five stars—scoop them up and exit the cave to the right.

Find a flower with a switch right above you. If you hit that switch, the flower creates a wind you can ride to a sliding green platform. Jump on the switch and sail up—snagging the floating key as you fly—so you can land on the platform and shoot down a Shy Guy who has a red coin.

Once you have the red coin, jump into a cave to the right of the sliding platform. The locked door inside leads to a minigame. If you have the key, step through the door to play the speed eater minigame.

When you're done, drop all the way to the floor near the wind flower. Step into the cave and follow it around, picking up coins to collect the last of the red coins. Use the bouncer to scale the cave walls, but watch out for the Shy Guys.





When you exit the cave and close in on the goal (you'll spot the telltale grass), look up. The last red coin is held by a flying Shy Guy. Nail it with an egg to collect the coin, then jump through the goal.

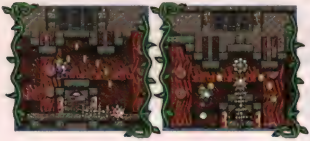
World 1-8: Gilbert the Gooey's Castle

Gilbert the Gooey sounds somewhat icky, but in order to defeat this goofy fella you'll have to clear a face that's quite sticky. Just push through the castle, looking out for bad guys and collecting coins and flowers so your points grow.

First Floor

When Yoshi and the babies first enter the castle, they encounter swinging Gooey Goons hanging from the ceiling. These globs of trouble can be tagged with an egg or swallowed and turned into eggs. As you walk through the Gooey Goons, look up to spot a Winged Cloud full of stars.

When you reach the end of the first hall, look to the sky. Three Shy Guys carrying red coins hover over the lava. You need to hit the coins with eggs, not just the Shy Guys—or they might drop the red coins right into the lava. A sliding platform allows you to cross the lava safely. It's also helpful for spotting the third red coin.



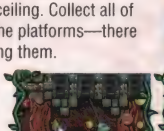
The next hallway is full of Gooey Goons and spiked balls on rotating arms. Red coins float over the traps, so time your jumps when the spiked balls are pointing down. Grab the coins, but don't stop moving until you're clear of the

trap. Swallow the Gooey Goons on your way through; you don't have time to hit them with eggs. There is a flower over the second trap in the hall. After the traps, you see a pipe in the ground. Jump over it—you'll come back to it in a moment.

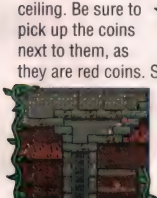
A sliding stone protects a flower and four red coins. Hit the loose soil beneath the stone with an egg to drop the stone, then jump into the alcove and pick up the goodies. Backtrack to the pipe.

Second Floor

When you emerge from the pipe, walk right to approach a lava field. Floating platforms provide a route over the lava, but look out for pesky Gooey Goons hanging from the ceiling. Collect all of the coins around the platforms—there are red coins among them.



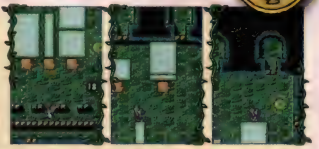
Keep moving right, swallowing the Gooey Goons hanging from the ceiling. Be sure to pick up the coins next to them, as they are red coins. Snag a flower above the rotating platforms to the right. Ride the platforms up to the ledge so you can see a Middle Ring close by.



A Winged Cloud floats over a set of transparent stairs. Hit the cloud with an egg to complete the stairs. Walk up the steps to locate a Stork Stop. If you are collecting character coins, switch to Baby Peach.

Using Baby Peach, float up the wind to the ledge close to the ceiling. After landing, use an egg to pop the Winged Cloud in the nook above you. This drops a key for a locked door back on the ground beneath you.

Character Coin



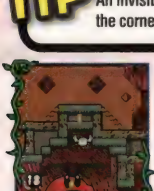
With Baby Peach, walk right from the Stork Stop and drop behind the locked door. Enter this door to start a puzzle that reveals the character coin for World 1-8. This puzzle requires some timing, and if you mess up on the order of blocks you shoot with eggs, you'll have to exit the door and try again. It took us a couple of tries to get this puzzle, but it's a great introduction to some of the more intricate moving platform puzzles later in the game.

To get the coin, you must shoot down the first and third stones (from left to right). This lowers the stones to a ledge. Now, jump across the first stone to the third one. Turn back and hit the second stone. When it drops to the ledge, jump on it and fire off an egg to the fourth stone. This creates a set of "steps" you can use to grab the character coin.

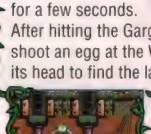
Next, walk right and avoid the spiked balls on the rotating arms. Pick up the coins to get red coins, and look for a narrow opening in the ceiling.

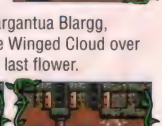
Wait for the spiked balls to rotate out of sight, then fire an egg through the opening. The egg hits a Winged Cloud and grants a 1-Up. When you go back down, pick up the coins over the pipe (including a red coin), then drop into the pipe to find a flower. When you surface, walk back to the left toward the lava.

TIP **An invisible Winged Cloud in the corner holds five stars.**



Watch out for the Gargantua Blargg in the lava. Pop it with an egg to make it vanish for a few seconds. After hitting the Gargantua Blargg, shoot an egg at the Winged Cloud over its head to find the last flower.





Now take the key and head through the locked door. When you enter the next hall, watch out for Gooey Goons and be sure to tag the Winged Cloud with an egg to release five stars. Also, step through the Middle Ring to save your progress and earn a little more star power before heading through red door and confronting the boss of the castle: Gilbert the Gooey.

Gilbert the Gooey

Gilbert the Gooey is just like the other Gooey Goons in the castle, but Kamek's magic makes it a giant. Gilbert's face is sticky and covered in colorful balls. These balls are the key to defeating this icky creature. If you clear all of the balls off of its face, Gilbert disappears and you can escape the castle. You can either hit the balls with eggs or have Yoshi swallow them. Once you've swallowed them, you can either turn the balls into eggs or spit the balls back and knock even more off of Gilbert's face.

Gilbert swings back and forth from the ceiling and also rises up and down. Stand on the ledges on the sides of his lair and swallow the balls. After licking one side clean, wait for Gilbert to rise to the top half of the room, then cross along the floor. Then repeat your process, cleaning the face of balls and finally defeating Gilbert the Gooey.

Commentary

Patience, Yoshi, patience. The fastest way to lose star power in this boss battle is to get impatient and step too close to Gilbert the Gooey. If Gilbert swings into you, you'll lose the baby and at least two stars trying to reclaim it. Worse still, you may accidentally fall off the ledges on the side of the room

and lose even more star power trying to get the baby to rejoin you. There's no timer in *Yoshi's Island DS*, so stick to the safety of the walls and attack Gilbert the Gooey only when you have the shot. Don't worry; he'll almost always come to you.

World 1-Extra

This puzzle-filled stage requires deft use of rolling rocks in a variety of situations—crossing spikes, plowing through enemies, and navigating tough traps. Baby DK is the best baby for this stage: not only does he Ground Pound with authority, but his exploding eggs are great for hitting targets from afar without needing pinpoint accuracy.

Rolling Rock

When the stage begins, you're standing next to a rolling Chomp Rock. You need to roll this indestructible stone through the stage, flattening enemies and using its slight height advantage to pick up treasures placed just out of Yoshi's normal jumping range. Start by rolling the rock to the right, crushing Shy Guys and Piranha Plants. When you reach the Stork Stop, change to Baby DK.

Roll the rock down into the cave system, picking up the coins right before diving deep. Keep rolling over Koopa Troopas, and flatten poles with Ground Pounds whenever they stop your progress.

After dropping the rock onto a path where you can roll either way, step away from the stone and head right. Ground Pound the two poles to pick up a red coin, then hit the Piranha Plants to clear a path to the coins in the corner—there's another red coin among them.

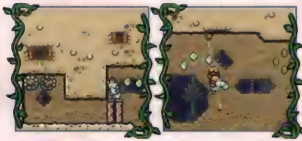
Return to the rock and roll it left, crushing enemies as you push it up an incline to a pole. Smash the pole into the ground next to the Bullet Bills. Jump down and scoop up the coins to get red coins, then hit the Winged Cloud above you with an egg to create a bridge. Roll the rock to the left, stopping beneath a ledge you can jump through.

Jump up and push the bad guys off the ledge with the Yoshi's tongue. Pick up the coins (there are red coins). Drop down the right side and return to the stone. Push the stone down some steps until you spot some Sluggers.

Drop down and smash the Sluggers with Baby DK's powerful Ground Pounds. Now, run right and descend the shaft, but hug the left wall and swing into a small cave. Hit the baddies in here with eggs or shake them up with Ground Pounds, then collect the red coin in the upper right corner.

Keep rolling the stone until you reach a series of steep shafts with coins in them. Push the rock down the first shaft and then roll it to the left until it's right below a chomping Bungee Piranha. Hit the Piranha with an egg to eliminate it, then jump up into the alcove to the left to pick a flower.

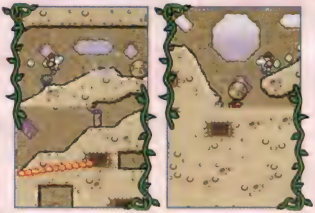
Continue rolling until you see a series of transparent blocks with a nearby switch. The switch can be used multiple times to create a bridge with the blocks. Drop down the ledge to find an invisible Winged Cloud full of stars. Next, gobble a Shy Guy, but don't turn it into an egg. Spit it toward the vine swinging from the ceiling of the cave. Jump on the Shy Guy to get a bounce up to the vine.



From the vine, you can swing into a group of four coins and pick up two red coins. Then, swing into the small cave to the left. Ground Pound the poles to clear a way to a flower.

Now, drop down the cave and Flutter-Jump to the door. Don't go through it just yet. First, throw an egg into the clearing to the right to reveal an invisible Winged Cloud. Hit the cloud to expose a flower. Get the flower, then pass through the door to enter the second half of the stage.

Rock 'n' Roll



In the second half of the stage, walk right until the route splits. Take the upper path and walk through the Middle Ring. Find another rolling stone on the ledge above the Middle Ring and roll it back down the decline and into the lower path, crushing the enemies as you roll.

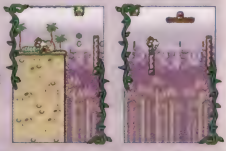
Leave the rock at the bottom of the path and avoid the rotating fire. Ground Pound the pole on the right side of the flames and then roll the rock up the incline, passing a Stork Stop. Stop as soon as you reach the edge of the cave. There is a switch above you.

Jump up and hit the switch, then roll the rock across the newly created platforms as quickly as possible. You need to get the rock to the grassy, permanent platform before time runs out.

Jump up and hit the switch above the grassy platform to reinstate the platforms. Now, leave the rock and run down the platforms to the left. There is a flower you can throw an egg at to the left as well as several coins to walk through to the right. Flutter-Jump through two red coins beneath the grassy platform. After you recover the treasure, scramble back up the platforms and return to your stone.

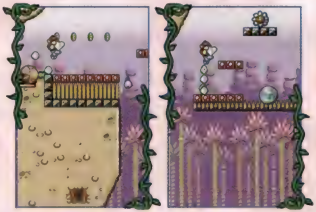
Hit the switch above the stone and then roll the rock to the right. Several enemies wait on the grassy incline, so roll the rock over them until you reach the top of the hill.

Commentary



This next section is pretty tricky—I had to restart the stage a couple times to get it right. First, roll the rock right up to the edge of the grass. Then jump out and Ground Pound the first pole only once. You need to leave it halfway out of the ground to create a bridge. I found that if you smash the pole *all* the way down, the rock will get stuck. Now, jump to the second pole and then hop up to the ledge with the switch. Hit the switch and then roll the rock out until it's right on top of the first pole. Leave it there.

Next, jump over to the second pole and Ground Pound it once so it is exactly level with the first pole. Flutter-Jump back to the stone and then up to the platform with the switch. Hit the switch again and roll the rock all the way across the blocks and onto a switch plate. Now, jump back and Ground Pound the poles all the way down to earn a couple of red coins.



The rock on the switch plate creates a series of platforms over the deadly spikes ahead. Jump on the platforms until you spot a flower in the air. Jump up and get it, then gently drop to the stone on the spikes. Roll the rock by standing on its edge until you're back on top of the red blocks.

Roll the rock across the next set of spikes, hitting all of the coins to pick up more red coins and close in on the goal. At the edge of the spikes, jump up on the platforms above you and jump through the line of coins to get the last two red coins and enter the goal.

World 1-Secret

The secret levels offer distinct challenges to the Yoshi and the babies, such as this tower that is slowly consumed by a steadily rising lake of lava. The easiest baby to complete this course with is Baby Mario—his Dash move will help you sprint across some of the longer ledges and get ahead of the lava.

Rising Tide

Commentary

The first secret level is actually one of the toughest stages in the entire game—the lava is always rising, giving you absolutely no break. The secret to victory is to get ahead of the lava as much as possible, allowing you a little breathing room in case you slip off a ledge or get tagged by a bad guy and have to chase down the baby. The best way to get ahead is to not be greedy—let things go. I'll point out all of the red coins and flowers, as well as the stars you need to finish the stage with a perfect 30. Don't try to slurp up every enemy, either. That just slows you down. Swallow only enemies within immediate range. There's no shortage of foes here, so don't worry about running out of eggs.

As soon as the stage begins, the lava starts rising. Immediately run to the right and hop on those ledges; you need to put some distance between you and the molten earth as quickly as possible. Swallow any enemies in your path as you run back to the left, then jump up to the log bridge and dart back to the right, slurping up Shy Guys.

Three Winged Clouds float above the log bridges. Shoot the one in the middle to release five stars, and keep moving upward.

Continue up the stage. When you see this stone in the ground, run over and perform a Ground Pound on it to break through. Drop down, jump through the four coins to pick up some red coins, and then step out on to a balcony to fire an egg straight up at a flower.

Jump back through the hole and run to the right. Hop up to the next platform, but don't Flutter-Jump. Hitting the spikes right above you instantly ends the stage. Collect the coins to get red coins and then run left.

Several platforms with points must be rotated so you can scale the tower. To flip the green ones at the bottom, hit the green box in the side room here. Now, dart back out and jump up on the safe platform. Hit the red block to flip the red platforms and jump to the next safe ledge.

Jump up and hit the green box to flip the green platforms again. Hop to the green ledge, but do not bother with flipping the red ledges via the nearby box. Instead, hop along the small ledges until you are beneath the Stork Stop. Throw an egg through the spikes and hit the coins at the top of the shaft, above the wind-making petals, to find red coins and a flower.

Now, jump to the right and hop up the right shaft. Find a bright orange platform against the left wall of the shaft. Jump on it and it rockets up the tower. Jump off the platform to the green platform before the orange one smashes you into some spikes.

From the green platform, jump farther up and dodge Bullet Bills. Head to the left side of the tower and fire off an egg at the coins just outside to earn a red coin.

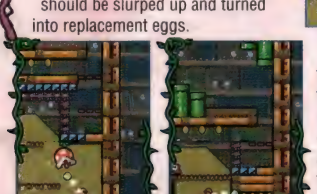
Keep jumping up the platforms, bouncing off Bullet Bills until you reach this line of coins. Scoop them all up to get more red coins.

Next, run to the right and bounce off a Bullet Bill. Flutter-Jump as high as you can to scale the tower and reach the next ledge. Now, fire off an egg at the balloon carrying the bouncer. When the bouncer drops, wait for the fire wheels to point away from Yoshi before vaulting up to the layer of the tower with the numbered platforms.

Quickly dash out to the left to pick up another flower before jumping on the numbered platforms.

Red coins flank each side of the numbered platforms—look for the coin duos. Take the left one first, then dash back to the right, as you want to scale the tower on this side.

Use the rotating yellow platforms to get some height and jump into the section of the tower with Spear Guys. If the Spear Guys are facing you, push them back with your tongue so you can keep hopping up the tower. Any that face away from you should be slurped up and turned into replacement eggs.



After passing the Spear Guys, throw eggs at the Piranha Plants to open a clear shot at four coins in a tiny alcove. The last two coins are red coins, so throw an egg into the alcove to fetch them. Now, jump up to the next long ledge.

Spikes mark the ceiling above a pipe that releases Shy Guys. This is a good place to refill ricochet eggs, so slurp up Shy Guys and bounce those eggs off the ceiling and right back into Yoshi so he claims them. These special eggs release stars when they hit enemies, so if you need some star power, bounce an egg off of a Shy Guy to pick up two stars.

Throw eggs to break through the little spikes to the left. When there is a hole big enough for Yoshi and baby to fit through, jump out and hop up the ledges to the next level. Now, run to the left and jump up the boxes, avoiding the fake flower that rolls down the ledge. Flutter-Jump out to grab the real flower as you press farther up the tower.

TIP **Running low on star power? Not quite close to 30? An invisible Winged Cloud to the left of the flower contains five stars.**

Flutter-Jump back to the right, over the fake flower and through the line of coins that contains a red coin. Now, hop up the platforms near the right wall and swallow any Flightless Goonies that trot nearby. When you reach the top ledge, fire an egg straight up to hit a Winged Cloud (out of sight) with five stars. They fall to the ground where you can easily pick them up. Repeat that move on the left side of the tower to pick up five more stars from a high Winged Cloud.

There are two red coins around the rotating spike balls. The first one is to the right of the central unit. Hit it with an egg, and then start hopping up on the tiny platforms. The next one is directly above the first, but you have to avoid enemies and the spiked balls to reach it.

To jump out of this chamber, wait for a Goonie to fly in from the left. Jump on the Goonie and ride it close to the hole in the ceiling. Flutter-Jump up to escape the trap.

Hit the next Winged Cloud with an egg. It drops a switch that creates a set of stairs. Run up the stairs and jump out to the yellow platforms, avoiding the fire blasts from the Scorchits. Flutter over to the flower. If you have time and the lava isn't on-screen, step out to the left of the tower and jump straight up to reveal an invisible Winged Cloud. Hit it with an egg to drop stars—hopefully, you haven't been attacked too much and this gives you the full 30.

Jump to the right side of the tower and look for this door. Step through it to escape the tower and head for the goal. Right before you jump into it, throw an egg at the Shy Guy near the goal, who carries the last red coin.

World 2

Discovering DK

After Yoshi and the babies defeat Gilbert the Gooey, mischievous monkeys overwhelm the team and make off with the tots. How is Yoshi going to defeat Kamek all by itself? Fortunately, Baby DK drops in to lend a hand. The little ape has super strength and can manipulate vines, making him a very capable addition to the team. With Baby DK, Yoshi should be able to quickly find Baby Mario and Baby Peach.

World 2-1: Baby DK, the Jungle King

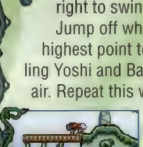
Baby DK is the only baby you can use when you first play this stage—but he's not the required baby to find the character coin. You must return to World 2-1 later on with Baby Peach to collect the character coin and unlock the secret stages.

Feelin' Vine

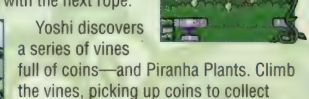
As soon as you can walk to the right, Baby DK's talents are put to good use. The mini mammal grabs hold of the vines. Climb up the vines, scarfing up coins as you work your way to the right. Tiny monkeys play amid the foliage. Yoshi can lick them up and turn them into eggs.

You need at least one egg as soon as you see the flower in the alcove directly above you. Toss the egg up to grab the flower, then keep moving right.

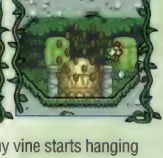
Jump out to the swinging rope. Baby DK grabs on as soon you touch it. Press left and right to swing back and forth. Jump off when the rope is at its highest point to the right, propelling Yoshi and Baby DK through the air. Repeat this with the next rope.



Yoshi discovers a series of vines full of coins—and Piranha Plants. Climb the vines, picking up coins to collect red coins. Bop any of the Piranha Plants that nip too close for comfort.



At the top of the vines, jump off and Flutter-Jump to the left until Baby DK grabs on to the tiny vine starts hanging from the ceiling. Follow these vines to the right until you reach a locked hut and a sea of coins. Scoop up all of the coins and blast the Winged Cloud over the hut with an egg to collect a 1-Up.



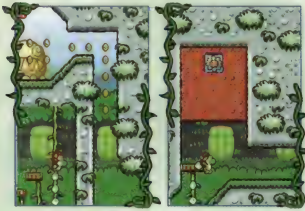
Head back to the right, climbing along the vines until you spot a Winged Cloud over a Piranha Plant. Hit the Piranha Plant first, then nail the cloud to release five stars. There are three nearby balloons, too—the middle one carries the key for the locked hut back to the left. If you're playing minigames, head back and unlock the hut to try out target practice. When finished, crawl along the ceiling vines, collecting the remaining coins, and then exit this area to the right.

Middle Ring

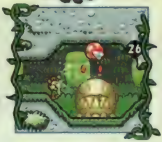
After passing through the Middle Ring, jump out and grab the rope. The rope swings along a wide arc, so press right to get the most momentum, and jump off just as the rope reaches the farthest point to the right to pick up several coins and a flower. Now, Flutter-Jump to the vine dangling to the right of the flower. Climb up the vine to collect red coins.

Walk right until you spot another rope. Before jumping on, fire off an egg at the Winged Cloud in the basin below the rope. It's full of five stars you need to scoop up, but watch out for the Nipper Plants hopping along the floor.

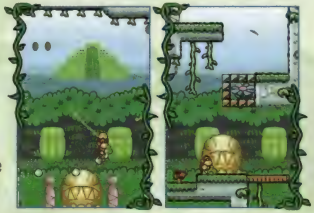
Now, jump back to the rope and swing over to the ground to the right, above the Winged Cloud. There is a flower in the middle of loose soil above you. Throw an egg at the flower—DK's power rockets the egg through the soil and tags the flower with just one throw.



Next, climb up the vines to the flower's left. Cross the ceiling on the vines, collecting coins as you move, and climb up to the left. A ledge holds an egg block you can refill your egg collection with. Climb the next vine straight up. Above you is another flower packed in soil. Throw an egg through the dirt to get the flower and then walk to the right.

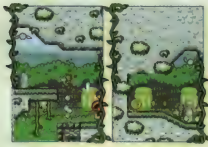


Throw an egg at the Piranha Plant hanging from the ceiling. The explosion picks up the two red coins just beneath the plant. Jump up and grab the rest of the coins before walking to the right and dropping back to the ground.



In the next area, several swinging ropes hang from poles. Jump up and swing along the ropes to collect coins in the air—including red coins. Make sure you jump back from the first rope to a vine hanging along the left wall. Climb up the vine and move along the ceiling, picking up coins. There is a stationary flower on a ledge along the ceiling, but without Baby Peach, you cannot make use of it. You must return to this area when Baby Peach is back on the team to collect her character coin.

Character Coin



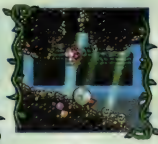
When you return to this stage after rescuing the other babies, a Stork Stop is positioned next to the flower. Ride the wind up to a ledge with monkeys and Winged Clouds. Open the clouds to earn 1-Ups, then walk left to find the character coin. Return to the Stork Stop, change to Baby DK, and complete the stage.

Swing up to the wooden ledge to the right after collecting all of the coins in the area. You must swing across a giant rope to reach the goal. However, before jumping into the goal, let go of the rope and Flutter-Jump through the three coins just above the rope's arc. These are red coins. After collecting the last of the treasure, make Yoshi and Baby DK jump to the right and head through the goal to complete the stage.

World 2-2: Underground Mysteries

Whew—all of the babies are back! With Baby Peach and Baby Mario riding in the sky with the stork, Baby DK and Yoshi can overcome a series of puzzles in the caves that require the talents of all three babies. Use the Stork Stops often, trying out different babies to circumvent trouble spots and thwart Kamek's minions.

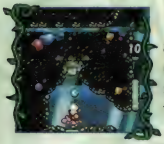
Goin' Caving



When the stage begins, drop down the pipe to an underground cave. As soon as you land in the cave, jump up to avoid a rolling rock that crashes through a line of Lantern Ghosts. Fetch the flower on the first toadstool right in front of you, then walk right and climb the vine with Baby DK.

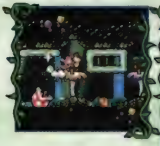
Use the DK Dash Attack to push through the soil blocking the cave ahead. Two Lantern Ghosts in a nearby alcove are protecting coins. Use the DK Dash Attack to knock through the soil and drop the Lantern Ghosts, then jump up and grab the coins—including a red coin.

DK Dash Attack through the soil plugs to the right and then Ground Pound straight down the vertical shaft to pick up another red coin.

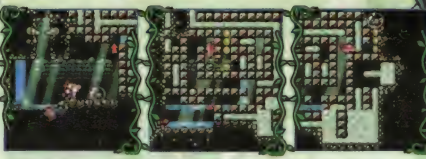


A Winged Cloud with stars waits right above another shaft full of soil. After collecting the stars, Ground Pound the soil to reach the bottom of the cave and then walk right to enter the next area.

Mole Tank



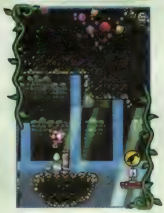
Use the DK Dash Attack to keep plowing through soil, picking up batches of coins. Watch out for the Piranha Plants below the toadstools—fortunately, your Dash Attack allows you to cross the gap between the fungi if you initiate the maneuver right at the edge of the mushroom. After passing over the Piranha Plants, Ground Pound through the loose soil to reach a morph bubble.

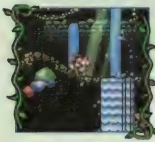


The morph bubble turns Yoshi into a Mole Tank. Crawl though the narrow tunnels, scooping up coins. There are several red coins among the regular ones, so make sure you gather them all. The Mole Tank wears off before you can collect all of the coins, so be sure to keep touching the morph bubbles inside the maze of tunnels. There is a Yoshi Block on the far side of the maze you need to touch in order to switch back to Yoshi and not have to start the maze all over again.

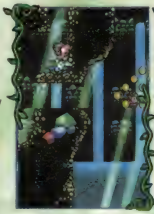
In the next area, go right and Ground Pound the poles into the floor before jumping up to the ledge in front of the locked hut. Ground Pound the pole to the hut's right to earn a red coin.

The key to the hut is beneath the two poles to the right of the hut, next to the Stork Stop. You can now return to the hut and unlock it for a minigame: throwing Shy Guys into a tulip.

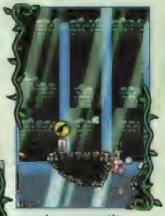




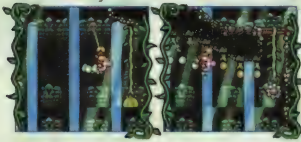
Walk through the Middle Ring below the Stork Stop.



Head to the Stork Stop and trade Baby DK for Baby Peach. Ride the nearby wind up to a ledge full of Lantern Ghosts. There is another Stork Stop above you where you must change back to Baby DK. First, though, break through the soil to the left to find a hidden Winged Cloud with a flower inside of it.

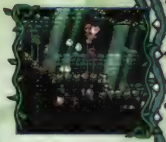


Next, pass the Stork Stop and go down the narrow shaft to pick up some red coins. While still Peach, Flutter-Jump out to the right to pick up more coins and a 1-Up before returning to the topmost Stork Stop and switching back to Baby DK.



Jump on the nearby rope to slide down to a series of vines. The character coin is just beneath the first vine, but if you climb to the right, you find a flower.

Return to the Stork Shop and change to Baby Mario. Head right and ride the green platform down to a set of M Blocks. Hit all of the M Blocks to reveal a giant sunflower. Jump up the leaves and walk over to a crate on a ledge to the right. Push the crate beneath the edge of the platform above it so you can hop up and claim another flower, as well as some red coins.



After picking the flower, head to the right and jump over the Shy Guys on stilts. Pop an egg through the coins in the soil, but be sure to walk through the middle of the dirt to spot an invisible Winged Cloud. The cloud releases five stars. Finally, walk all the way to the right and jump up through a pipe to exit the cave.

Fresh Air

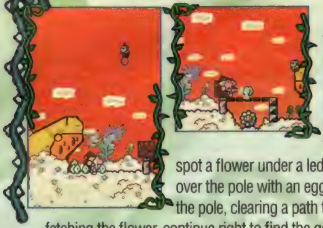
When you jump outside, look out for the Windbag blowing Nipper Spores through the air. Hit the Winged Cloud to the right of the rotating platforms to unlock five stars, then collect the coins on the platforms while avoiding Nipper Spores.

Look for a Shy Guy floating through the air with a red coin. Shoot an egg to retrieve the coin and then jump over the advancing Shy Guys on stilts. As you move right, you spot a locked hut beneath you and a bridge full of Shy Guys to the right. You don't have the key yet, so head for the bridge.

Ground Pound the pole in front of the bridge so you can slip beneath the Shy Guys and collect a series of coins, including four red coins. The key for the hut is on the far side of the space beneath the bridge.

NOTE

The hut leads to the flutter challenge minigame, where you can earn extra lives for floating great distances.



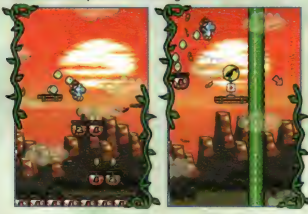
A Fly Guy carries the second-to-last red coin. It buzzes over the diagonal rock pointing to the right. Keep moving to the right until you spot a flower under a ledge. Smash the rock over the pole with an egg, then Ground Pound the pole, clearing a path to the flower. After fetching the flower, continue right to find the goal and exit the stage.

World 2-3: Windblown Wilderness

World 2-3 has more of the numbered platforms you might remember; footholds that can be jumped on only a certain number of times, as noted by the number on the side of the platform. Yoshi and the babies must carefully navigate these platforms as they cross chasms. One step too many and they'll fall off the island completely.

Countdown

When you walk to the right, you spot the first numbered platforms. Collect the coins on top of them, then continue farther right to a long line of numbered platforms. They are each emblazoned with a big red 1, so watch your step. In case disaster strikes and you step too many times, balloons float up from the gap below that you can land on and safely ride back up to sturdier ground.



Jump across the platforms, using the number 2 platforms to pick up coins, and carefully navigate to the right side of the area to the Stork Stop. Switch to Baby Peach so you can ride winds later in the stage.

Once you have Baby Peach, head right and jump across the numbered platforms to collect coins. A wind always blows upward, so if you slip off a platform, you can deploy the parasol and float back up. A Winged Cloud along the area's right wall contains a flower.

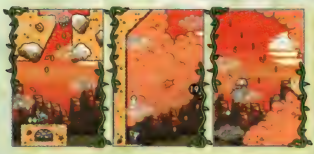
Before leaving, you must dangerously drop almost off the screen. There are red coins at the bottom of the screen, out of view unless you plummet through the wind. Grab these coins, then use the parasol to rise back to the ledge above the flower. Now, exit the area to the right.

Dangerous Winds

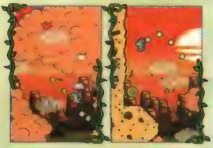
After stepping through the Middle Ring, swallow the Shy Guys and start making your way up the numbered platforms above you. If you're not using Baby Peach, hop on the platforms—otherwise use the parasol to keep aloft. At the top are a few platforms with the number 1. You have one chance to work your way up these platforms; just jump carefully.

Enter the pipe on the area's left side, right after the numbered platforms, to find another Stork Stop.

Character Coin



Using Baby Peach, ride the winds created by the petals straight up, passing through a flower and red coins. At the top of the jet stream, step to the left and swallow the Shy Guys. A stationary flower is in the wall on the left side of the area. Shoot the Winged Cloud above it to drop a switch. The switch fires up the flower and creates wind.



The wind is temporary, so ride it up to the next spinning flower, collecting coins as you go. Use the parasol in this wind to catch more coins, until you reach the top of the area and grab Baby Peach's character coin. Then drop back down, through the narrow hole where you grabbed the flower, and exit to the right.

NOTE You can exit the area right beneath the stationary flowers below the character coin and still find a Middle Ring.

Use eggs to blast through the Piranha Plants guarding the bleached bones and then step through the Middle Ring. You can use one of the pipes in the ceiling next to the Middle Ring to find a Stork Stop.

Next, step to the numbered platforms to the right. There is a lot of wind blowing up through here, so it's advantageous if you keep Baby Peach. Fly up to the left to find another pipe with a Stork Stop—this one has a top exit so you can also pop up on the ground above the pipe.

If you are collecting coins to earn a 1-Up, jump up the numbered platforms to find a Winged Cloud full of cash.

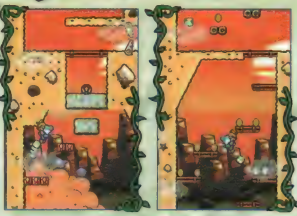
Whether you take the pipe up to the top level or jump through the ledge above the Winged Cloud with the coins, you step out into arid desert. If you head left, you'll find a door that leads to another kangaroo ride.

Bounce with the kangaroo through the desert, picking up coins to fill your purse and close in on another 1-Up.

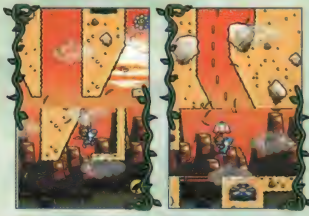
When you exit the kangaroo ride, go right to approach a series of numbered platforms—all marked with a 1. Jump up the platforms, avoiding enemies, and then step along the top level to scoop up red coins and a flower. If you miss the flower, there is a permanent ledge right below where you can stand and just fire an egg up at the flower. After getting the flower, exit the area to the right of the nearby Windbag.

Gale Forces

When you step into the next area, start swallowing the Glide Guys to make eggs. Jump up the platforms until you spot a red switch against the left wall. This activates a series of transparent blocks only once, so you have to be fast with this puzzle in order to enter a side chamber and pick up a bunch of extra coins.



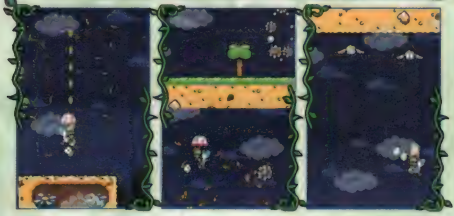
Hit the switch to solidify the red blocks. Jump up beneath the bouncer and throw an egg through the soil to drop it. Now, jump on the bouncer and vault up into the room full of coins. Collect all of the coins, but do not jump to the very top of the chamber or you'll miss the second to last flower and some red coins. Instead, go back down and exit this side chamber via the one-way gate.



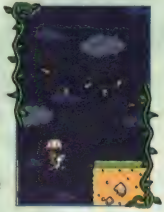
Now, drop back to where you hit the switch. Step to the left and use the wind to fly through a flower. Once you have the flower, descend and use the wind to the left to fly all the way up through the slanted shaft and pick up a bunch of red coins.

Walk left and collect the coins on the unstable ledges. The last three coins are red coins. Now, run to the right and head into the last area of the stage.

TIP Have an extra three eggs? Shoot down the crate floating over the unstable ledges to earn five stars.



When you first enter the area, run to the right and scoop up Shy Guys so you have six eggs. Now, using Baby Peach, take to the winds.Follow the gusts up the left side of the area—there are five red coins in the "lines" of coins that stretch to the top of the scene. After collecting all five red coins, drop back down into the winds. The final flower is to the right, hanging just below the goal's solid ledge. Use your eggs to pop Winged Clouds beneath the goal to earn two 1-Ups.



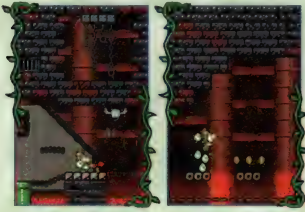
When you've finally emptied all of the coins out of the windy area, fly up to the grassy ledge and step through the goal.

World 2-4: Hector the Reflector's Haunted House

This spooky old castle is the home of Hector the Reflector, a nasty ghost that doesn't want to be disturbed—least of all by a bunch of babies. Repay your host's inhospitality by collecting all of the coins and treasure in the castle before thumping him with a few eggs.

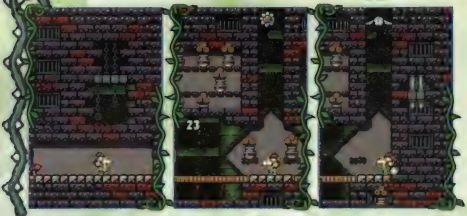
Haunted Manor

After stepping into the castle, run to the right, slurping up ghosts to replenish your spent eggs. There are no red coins in the first few lines of regular coins—the first treasure you'll spy is the flower. The first red coin is on the fourth bridge, not too far after the flower.



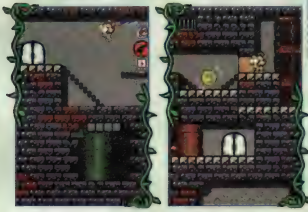
Keep rushing right until you reach the edge of the lava. Shoot the Winged Cloud with an egg to create a bridge over the lava, then jump on the unstable platforms to collect three red coins—one per group of three coins over the lava.

Climb the stairs to the right and then drop behind them. A rock blocks the way to a flower and three red coins underneath the stairs. Hit the rock with an egg, then step in to pick up the goodies.



After collecting the flower and red coins, head through the door to the right. Walk across the room, to the door on the right. The furniture in this chamber is haunted. Vases rattle and drop from the ceiling. Chairs shake and rise from the floor. You can swallow the chairs to make eggs (don't worry about splinters). Fire eggs at the Winged Clouds hanging in the narrow shafts along the ceiling. The middle Winged Cloud contains a flower. The farthest one holds an important key. Once you have these items, retreat to the previous room.

An arrow stone at the bottom of the room spins idly until you jump on it. Whatever direction the arrow is facing when you jump on the stone, that's the direction it moves. Ride the stone up to the right, collecting the first line of coins you see; it holds three red coins.



If you're collecting character coins, ride the arrow stone straight up through a narrow opening in the ceiling, then hop off to the left. At the Stork Stop just inside this alcove, switch to Baby DK. Step through the door to the left, climb the chain, and collect the coin. Now, return to the previous room and ride the arrow stone over to the right.

There is a hidden Winged Cloud to the right, at the bottom of the stairs leading up to the locked door. Since you have the key, pass through the door to dig deeper into the castle.

Exploring the Castle

You encounter a Middle Ring when you step through the door. The next two red coins are in the network of tunnels in the ceiling above you. Throw an egg into the arrow blocks. The egg follows the direction of the arrows, picking up the red coins.

Look for several green platforms to the right. When you step on these, they rise toward the ceiling. Several coins hover above the green platforms, including four red coins. Flutter through the coins or fire an egg through the line from the left to collect the red coins. Jump across the gap in the floor and use the next set of green platforms to rise up to a ledge.

Jump up the ledges to the left. To grab the red coin at the top of the narrow shaft to the right of the pipe, stand beneath the shaft and throw an egg up.

To the left is another Stork Stop. Beyond it, a Winged Cloud hangs over the makings of some stairs. Hit the cloud to create the stairs. As you walk up the stairs, fire an egg straight up to volley it along some arrow blocks, eventually popping a Winged Cloud full of stars.

Another flower awaits at the very top of the stairs, to the right of a door. Use an egg to collect the flower, then pass through the nearby door.

In the last chamber before the battle with the boss of the castle, Hector the Reflector, you must refill your egg collection. Thankfully, the room's feng shui is well suited for this task. Haunted chairs fly about the room, but just slowly enough that you can swallow them up. When you have a full set of eggs, pass through the Hector the Reflector Ring, use the Stork Stop to switch to your favorite baby, and enter the red door.

Hector the Reflector

Hector the Reflector is a giant ghost that haunts the castle, disappearing and wreaking havoc on unwanted visitors.

However, Hector cannot keep from giving away his position via the mirrored floor in his chambers. Use this mirror to track Hector's movements. Use the bottom screen on the Nintendo DS to aim eggs at the ghost, but be quick about it. Hector realizes your trick soon enough and starts cracking the mirror. You cannot see him in the cracks. Plus, haunted furniture flies around the room, and if you get too wrapped up in the mirror screen, you may miss one of the vases passing through a crack and knocking your baby loose.

Commentary

Personally, Hector the Reflector is my favorite boss in the entire game. The mechanics of using the lower screen as a mirror to track the elusive ghost is just one of those cool, "only on DS" moments. I found that hesitation was a bigger curse than running low on eggs in this battle, as the longer the fight lasted, the harder it was to spot errant furniture through the cracks in the mirror.

World 2-5: Boing!

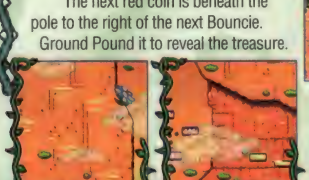
Welcome back to the desert. Fortunately, you'll enjoy a bird's-eye view of the scorched sands during a portion of your visit, thanks to the Bouncies—gelatinous masses that smile as they spring you high into the air (or hard against a wall, if you run into them sideways).

Bouncies

The first Bouncie you encounter is directly to the right. There are several coins above the Bouncies (including a pair being held by Fly Guys), but the two red coins you need to pick up are directly above the pink pile of Bouncies.

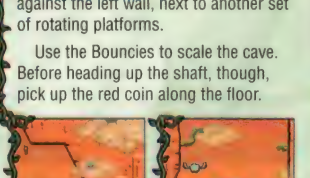
Make sure you have a full supply of eggs, because the first flower is high above the Bouncie and you'll need to fire one off straight up into the air to nab it.

The next red coin is beneath the pole to the right of the next Bouncie. Ground Pound it to reveal the treasure.



Use the rotating platforms to scale the side of a mountain and jump into a cave. There is a red coin along the ceiling of the cave, plus a Winged Cloud against the left wall, next to another set of rotating platforms.

Use the Bouncies to scale the cave. Before heading up the shaft, though, pick up the red coin along the floor.



After bouncing up the Bouncies, hit the Winged Cloud over the stationary flower to kick up a gust of wind. Use the nearby Stork Stop to switch to Baby Peach. Fly along the winds to a pipe near the ceiling of the cave and walk through it. When you step through the other side of the pipe, fire an egg straight up at the first Winged Cloud. This reveals a flower. Drop into the tunnel beneath the pipe to Ground Pound a post (earning a red coin) and clean up a collection of coins that includes a red coin.

Now, hop back up and step back through the pipe. Drop to the Stork Stop and head to the right.

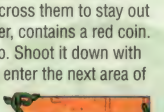
Dastardly Desert

You mess with Debull, you get the horns—so watch out for this stampeding beast as you Ground Pound the post to reveal a red coin. You can trick the Debull into running off the ledge to the right if you stand right next to the gap and jump out of the way when it gets up a head of steam. Collect the red coin near the edge (after Debull runs off) and then hop up the ledges above you.

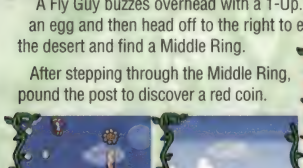
Head right and hop over the gaps to pick up a key floating along on a balloon. Don't leave just yet, though. There is a Stork Stop hidden in the ceiling here, just above a plug of loose soil. Hit the soil with an egg to drop the Stork Stop, and switch to Baby Mario. Now, drop off the ledge to the right and you'll land on a series of solidified M Blocks. Mario's character coin is to the right.

TIP **Use the key to open the locked hut to the left, at the top of the incline, to enter the Bouncie maze minigame. Watch out for the Shy Guys on the incline.**

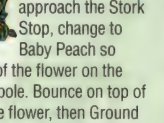
After leaving the hut, head right and hop up the pair of ledges to find some more Debulls penned up with posts. The first three posts just release Debulls, so jump across them to stay out of harm's way. The fourth post, however, contains a red coin. A Fly Guy buzzes overhead with a 1-Up. Shoot it down with an egg and then head off to the right to enter the next area of the desert and find a Middle Ring.



After stepping through the Middle Ring, pound the post to discover a red coin.



When you approach the Stork Stop, change to Baby Peach so you can make use of the flower on the ground next to the pole. Bounce on top of the pole, pick up the flower, then Ground Pound it to the floor to reveal a Winged Cloud. (Watch out for the bomb-carrying balloons.) Hitting the cloud reveals a switch that starts the flower petals.

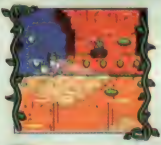


Ride the wind straight up to reach a ledge covered with coins. Head left and jump up through a pipe to get your head in the clouds.

Commentary

It took me a couple of tries to complete the cloud scene. Thankfully, if you fall out of the clouds, you can just jump right back up the pipe and try again. Ride the platform as it slides across the clouds, jumping over the bricks, but don't stick your neck out to pick up the coins. None of them are red coins. Once you reach the other side of the clouds, you can pick up a flower and then drop down a one-way gate to return to the desert.

After slipping out of the pipe, return to the post next to the ground flower. Head right to pick up a red coin among the five coins in the corner and then jump up the rotating platforms to enter a small tunnel. A Fly Guy in the gap to the right carries a 1-Up. Hit the Fly Guy with an egg to score the prize and then use the Bouncies to scale the cave.



Run to the right, passing through the line of coins while avoiding Debull to pick up three red coins. After grabbing the coins, head right to enter the last section of the desert.

Last Sands

A Stork Stop sits next to an egg block just inside the next area. Switch to Baby Peach so you can use the wind to soar between the

Bouncies that line the cavern above you. First, jump to the bottom of the cave to hit a Winged Cloud to expose a flower. Next, follow the winds up the cave and head off to the left into a small tunnel with a handful of coins.

Use the Bouncie in the corner to hop up to the next ledge, revealing a hidden Winged Cloud full of stars. Next, hop over the Bouncie to the right to grab three red coins.

The last two red coins are above the next Bouncie. Swallow the Shy Guy on the ledge to the right to make an egg. Use the last Bouncie to vault up to the goal ring and exit the stage.

World 2-6: Donuts and Eggs

Donuts and Eggs is a scrolling stage—you have to pick up the pace and keep a few steps ahead of the ever-moving screen boundaries or else Yoshi and the babies will topple into the void. Eggs are a precious commodity in this stage, so make sure to slurp up any enemies you encounter and turn them into eggs.

Scrolling Scares

When the stage begins, immediately run to the right and jump on the pink platforms to pick up two red coins. After grabbing the second coin, speed across the collapsing ledges to pick up a red coin on the bottom half of two platforms. Don't linger, as these ledges will fall away if you stand on them for too long.

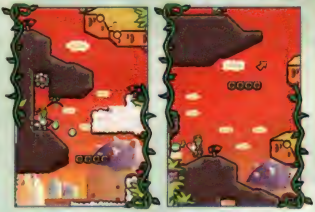
The next red coin is carried by a Fly Guy in the sky. Jump up to solid ground, then aim an egg at the red coin. You don't have many tries before the Fly Guy soars off into the distance. He does not return, so if you miss the red coin, you need to restart the stage.

After filling your eggs at the egg block, jump out to the green platforms and ride them across the screen. Two more red coins lie along the path of the platforms.

TIP

A hidden Winged Cloud is concealed behind the Piranha Plant down here. The screen takes a sharp turn up, so hurry to pop the Piranha Plant and cloud—earning five stars—before you're trapped in the tiny alcove.

Watch for two flowers very close to each other as the screen starts scrolling upward. The first is against the left wall of the scene. Step into the alcove and fire an egg up to pick the first flower, watching out for the Piranha Plant guarding the area. Next, jump out so you aren't trapped. Jump on the ledge above the first flower and pop a Winged Cloud to reveal another flower. Now, head up the collapsing ledges to get ahead of the screen-scrolling.



Three red coins surround the next flower. When you spot the flower, act fast with an egg or a Flutter-Jump to scoop up all of the treasure before the screen starts scrolling to the left. Step through the Middle Ring and then head down the decline to fill up on eggs at an egg block.

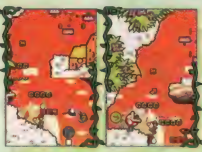
Pop the Fly Guy above the egg block with an egg to earn another red coin before he buzzes away.

Platform Madness

Use the two sets of green platforms to cross the gaps between ledges. None of the coins along the two platform routes are red ones, so don't concern yourself with getting them. Just work to keep as far ahead of the scrolling screen as possible.

Before jumping off the second set of green platforms, aim down to nail a flower with an egg. It's too hard to jump out and hit once you're off the platforms, so be ready for it as soon as you spot the end of the platform route.

Character Coin

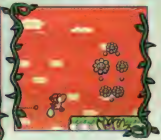


Switch to Baby Mario at the Stork Stop when you get off the green platforms. His coin is behind a teeth-gnashing Piranha Plant to the left of some M Blocks. Smash the Piranha Plant with some eggs and then rescue the coin before hopping up to the collapsing ledges to escape the crawling screen edges.

Pick up four red coins situated around the pink rotating platforms just as the screen starts crawling back to the right.

After jumping out to the rising green platform, fire an egg up to pick up four red coins from this collection of hanging treasure.

Pick up more eggs at this egg block if you're running low. Don't stop moving, though, as the ledge beneath the egg block is unstable and collapses after a couple of seconds. The fifth flower is to the right of the pink platforms. Jump from the egg block to the platforms, and immediately aim down and to the right to pick up the flower.



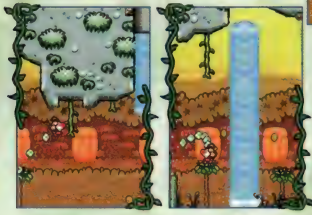
Jump out to the last series of rising platforms. There are just two more red coins in this stage. Fire an egg at the first coin in the line of coins below the green platform. Then, jump to the pink platform and shoot up to collect the last red coin. Now, Flutter-Jump to the right to land on the grass and head through the goal.

World 2-7: Yoshi on Stilts

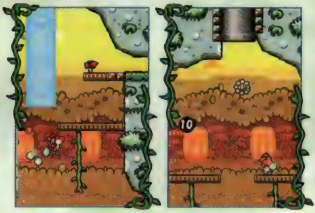
Yoshi must dip beneath the crust again to battle Kamek's minions and keep bolstering his collection of red coins and flowers. When the cave dives so deep that molten earth fills the floor, Yoshi must jump on a set of stilts to save the soles of his shoes and escape unscathed.

DK on the Vine

When the stage begins, hop up to the Stork Stop on the trees and switch to Baby DK. This entire area is full of vines and ropes, and without Baby DK's climbing skills, there's just no way to collect the first set of red coins and flower.



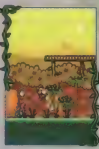
Ropes swing across the top of the jungle, but don't bother with them just yet. Instead, brave the swamp below the jungle canopy. Three water spouts dump a deluge from the ceiling—getting doused doesn't hurt you, but it does push you into the water on the bottom of the screen, which is full of unfriendly life.



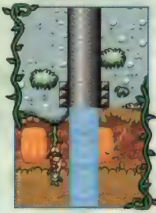
Jump across the treetops to reach the vines. There are two red coins between these two vines. Hop across the vines to pick them up, then climb the rightmost vine to reach a ledge.

The flower is high above you. If you have eggs, shoot it down. If you're short on eggs, lick one of the Snap Jaws crawling around the vines to make some ammunition.

Commentary



Snap Jaws? If these mini croc mouths look familiar to you, then you've likely pumped as many quarters into *Donkey Kong Jr.* as I have. Seeing these toothy fellas make a return engagement in this game to terrorize Baby DK is a cool bit of nostalgia that any gamer who grew up during the heyday of arcades can appreciate.



Now that you have the red coins and the flower, head back to the left, crossing the treetops until you're standing beneath a big blue stone. Fire an egg at the plug holding it in place. The stone drops into the water and you can use it to leap to a vine.

Jump from the vine to the series of ropes, swinging through the jungle to the right. Look out for the waterfalls when you jump from rope to rope or you'll be knocked back down to the swamp. Jump from the second rope to a narrow ledge and step into the cave to the right.

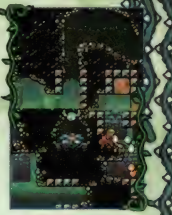
Underground Runaround

When you step into the cave, jump across the vertical shaft and walk right. Use one of Baby DK's exploding eggs to pop the Winged Cloud next to the flower petals. This fires up the flower, creating a wind that blows upward. Now, backtrack left and descend the shaft to find a Stork Stop. Keep Baby DK to DK Dash Attack through the soil to the left and discover a hidden Winged Cloud.

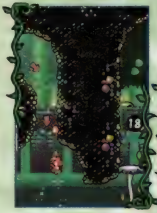
Pop the Winged Cloud to earn a key. Now, step back out and throw an egg at the flower to the right. The exploding egg blasts open the soil and picks up the flower. Now, switch to Baby Peach and use the nearby bouncer to vault back up to the wind generator.

Hit the soil plug above the wind with an egg and then deploy the parasol to catch some air. Head right and pass through a door to enter a small side chamber and locate Peach's character coin.

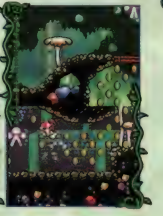
Ride the wind on the room's right side to reach the top of the chamber, then walk to the left, picking up coins. Two red coins hover above the collapsing ledges. Stand on the ledge to sink into the character coin and then exit the chamber.



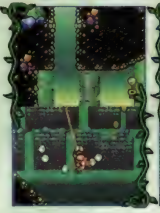
The soil plug to the right of the wind flower conceals several eggs.

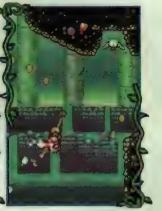


Drop through the shaft to the right to find a Middle Ring.



Jump up the fungi to the right of the Middle Ring to find a massive coin field. There are four red coins amid the sea of coins (look along the ceiling), but watch out for the Bungee Piranhas dropping from the roof. Keep moving to the right, pick up the flower among the coins, and then jump up the mushrooms to find a one-way gate. Go right to move into the next section of the cave.





If you still have Baby Peach, walk to the Stork Stop to the right—beneath the ropes—to switch to Baby DK. Now, walk back up the incline and jump out to reach the ropes. There is a key in the air you can hit with an egg to drop it to the floor—this key unlocks the door to a minigame.

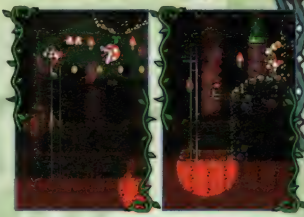
Now, throw an egg to drop a rope from the Winged Cloud on the ceiling. Swing across the rope and head up to the cave's roof.

Climb the vine hanging from the ceiling and pick up some red coins to the left. If you grabbed the key, you can drop down to open the hut to the egg toss minigame. A flower awaits to the right of the hut.

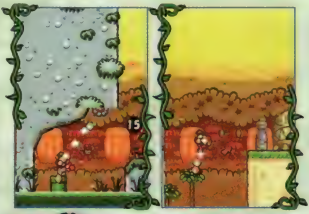
After grabbing the flower, swing back to the right and jump into the cave in the middle of the cavern wall to the right. Walk right to pick up four red coins and drop to find a Middle Ring and a pipe leading to a lava-filled chamber.

Stilted

When you enter the lava chamber, jump up on the stilts and start trudging through the molten earth. This area contains only two red coins, toward the end of the first section of the room. Use eggs to keep enemies at bay. When you stop at a dock jump off the stilts and use the bouncer to vault up to another set of stilts.



Keep walking on the stilts across the lava, popping Piranha Plants with eggs. Pick up eggs from the egg blocks if you run low on projectiles. A red coin lies along your path—it's right below a slight dip in the cave ceiling. There is also a hidden Winged Cloud (full of stars) to the right of the red coin. When you reach the pipe on the right side of the chamber, jump off the stilts and then leap up the pipe to head back outside.



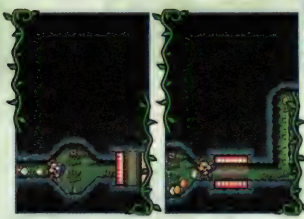
When you exit the pipe, throw an egg at the flower right above you. Next, jump to the grassy ledge to the right and follow the lines of coins to the goal. The last coins right before the goal are red coins, so be sure to pick them up and then leap into the flowery ring.

World 2-8: Big Bungee Piranha's Lair

Somewhere, deep in a network of pipes overrun by menacing Crabbles and Piranha Plants, lurks the Big Bungee Piranha, a toothy bloom that makes Audrey II look like a seedling. But to reach the Big Bungee Piranha's lair, Yoshi must negotiate a series of rotating pipe pieces and clear a path through the underground waterworks.

Waterworks

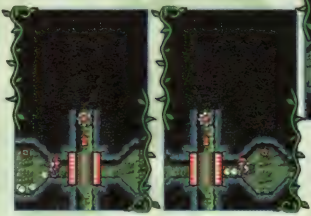
When the stage begins, Yoshi and the babies are topside. Slurp up the nearby Shy Guys to pad your egg collection, then head through the pipe on the right to dive into a network of plumbing.



After dropping into the waterworks, run to the right to encounter a section of revolving pipe. Hit the red block next to the pipe to rotate it horizontally, so you can pass through it.

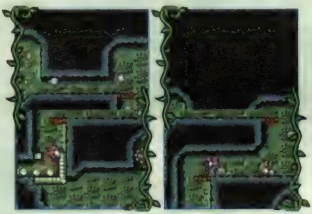
Now, run right until you reach a pink section of pipe. Hit the block so the pipe opening faces you. Enter the pipe and jump up to the lip so you can leap on the diagonal slope to the right. Run up the incline to pick up a line of coins, including three red coins.

Use the green and red blocks to rotate these pipes so you can first drop into the water and collect two red coins, then jump up and pass through into the next area.

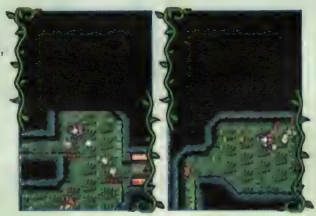


There is a Stork Stop just inside the next area of the waterworks. Continue right until you reach another section of vertical piping. Hit the red block to flip the pipe to horizontal. After stepping through, use the next red block to turn it vertical again—this is the only way you can pick up the flower above the pipe later in the stage.

Use the green block to reorient the pipe so you can crawl through it and jump up to the next ledge. Watch out for the Crabble patrolling the pipes. It takes three eggs to break the Crabble's shell.

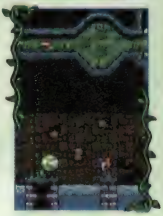


The red pipe to the right is vertical, preventing you from picking up a flower. You must find a red switch to reorient this pipe, but first, head to the left

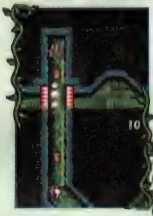


on the upper ledge. Flutter through the coins along the ceiling in this chamber, as there are three more red coins among them.

Now, drop through the vertical shaft to the left and walk back to the green elbow-shaped pipe. Switch it so you can descend to the room below. Walk down the decline until you reach the water-logged chamber at the bottom of the stage. Watch out for Wall Lakitus as you cross the water.



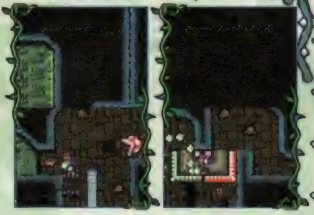
The Ptooie Piranha Plant takes three hits to destroy. If you're low on eggs and not using Baby DK, slurp up Wall Lakitus ammo to plop out extra eggs.



Now, pick up the two red coins to the left of the Ptooie Piranha Plant and throw an egg straight up the pipe to nail the flower above that first section of red pipe.

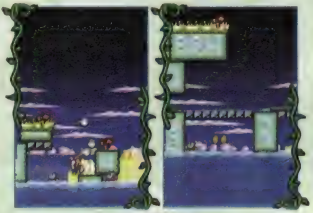
Return back up to the green section of pipe and walk back to the red pipe below the first flower. Hit the red block to orient the pipe horizontally—this also affects the section of red pipe all the way to the right, where you spotted the second flower.

Now, backtrack to the green elbow pipe, adjust it so you can climb back up the pipe, and collect the flower just beyond the red pipe. Watch out for the Crazee Dayzee!



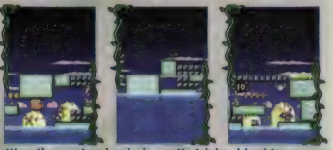
After crawling back around the stage to reach the green pipe again, adjust it so it empties downward, then head up the diagonal (instead of going down, where you found the Ptooie Piranha Plant). Blast the Piranha Plants with eggs. Then, use the red and green blocks to reorient the two pieces of pipe so they form a U-shape; exit the room to the right.

Fresh Water

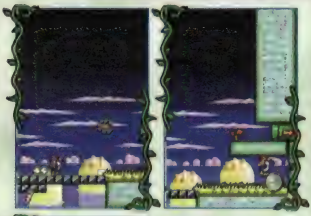


Outside the waterworks, Toober Guys lazily float in the fresh water. Jump in after them, licking them up to make replacement eggs after spending so many on pipe adjustments. Now, swim beneath the rocks to the left and pop up to grab two red coins—but watch out for the Toober Guy.

Commentary



Getting the next red coin is pretty tricky. I had to restart the stage once after having sprung the trap that leads to the red coin; I found myself on the outside instead of the inside. Swim to the right of the first two red coins and stop right of a large stone propped up by a soil plug. Hit the plug with an egg, but let the stone submerge you. It pushes you deep enough that you can swim to the right, beneath a thick platform, and pop up inside a small area blocked off by a one-way gate. Jump up to the nearby ledge, pop the Winged Cloud above you to earn a 1-Up, and then collect the coins to find the red coin.



After snagging the red coin, hop up the blocks to the left to reach the ledge above the secret area. Watch out for the Crazee Dayzee that drops from the sky and rolls at you. Roll the Chomp Rock to the left so you can jump on top of it and enter the pipe.

Feed the Gobblin a few eggs. The insatiable yellow bulb won't stop eating until it pops, which then unclogs the pipe in the floor.

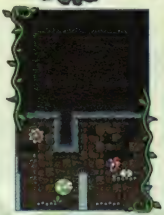
After splashing down into the water, head through the Middle Ring to the left. Walk up the incline, fill your eggs from the egg block, then head up the diagonal shaft.

A Crabble lurks at the top of the shaft. Break its shell with three eggs, then step in the narrow tunnel to the left to claim two red coins.

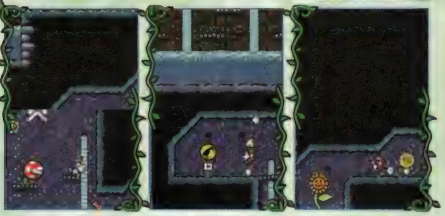
Drop back to the egg block and jump into the small chamber to the left—don't walk down the decline below the egg block just yet. Pelt the Piranha Plant with eggs and scoop up the coins above it to uncover another red coin.

The coin below these rotating platforms to the right is a red coin.

A Piranha Plant and Bungee Piranha in the next chamber guard a red coin. Tag the nasty vegetables with eggs, then collect the coin on the room's right side, right below the Bungee Piranha.



There are two red coins and a flower in the chamber to the left of the Bungee Piranha—but they're guarded by a spitting mad Ptooie Piranha Plant. Wilt the Ptooie with three eggs and claim the prizes before backing out of these side chambers and returning to the diagonal decline.



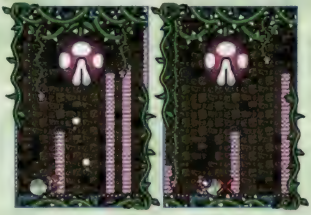
Look out for the Bungee Piranha hanging from the ceiling in the next chamber. It's guarding a flower and a Stork Stop. Change to Baby Mario at the Stork Stop so you can collect his character coin in the next room. Drop down the ledges and break open two Crabbles as you head to the right and enter a narrow passage. Pop the M Block at the bottom of a vertical shaft with Baby Mario to sprout a giant sunflower. Scale the sunflower leaves to grab the coin.

The last flower is to the right, in a small alcove high above the room. The alcove is shaped in a way that prevents you from just throwing an egg to get the flower. You must find a way to get Yoshi in that room. Fortunately, a spitting fish fires off a hard enough water jet to propel you into the tiny chamber to grab the flower.

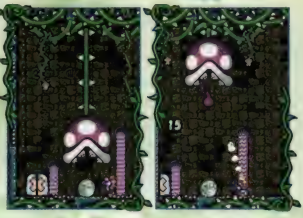
The last red coin is protected by several varieties of Piranha Plant.

After you retrieve the final red coin, step through the Middle Ring to save your progress, then open the red door to confront Big Bungee Piranha.

Big Bungee Piranha



Big Bungee Piranha is a super-sized version of the regular Bungee Piranha, thanks to the magical stylings of Kamek the Magikoopa. This voracious vegetable hangs from the ceiling of its vine-covered lair, dropping tendrils to block Yoshi from making a quick escape and pollinating the room with Nipper Plants. Once it thinks Yoshi is trapped, it drops from the ceiling and tries to bite with its massive choppers. To defeat Big Bungee Piranha, you must roll the Chomp Rock directly below the plant, just as it starts to descend. Use the target on the floor as a guide for positioning the stone.



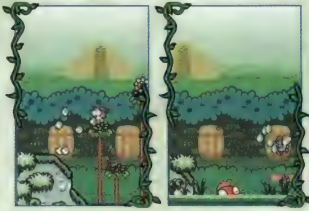
When Big Bungee Piranha bites down on the Chomp Rock, its teeth crack and it recoils to the ceiling. Stunned, Big Bungee Piranha relaxes its purple tongue. Hit the tongue three times with egg volleys to finish off the fearsome foliage.

World 2-Extra

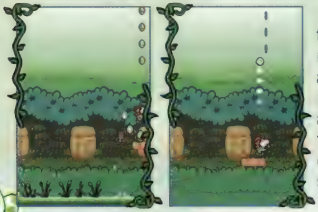
The best baby to use for this extra stage is Baby Mario—there are some M Blocks toward the end of the stage that only Baby Mario can hit. Because this stage is always scrolling, you need to keep a few steps ahead of the game to collect all of the coins.

Sliding Platforms

As soon as the stage begins, jump on the platform to the right. It slides along its path as long as you stand on it—it stops while you jump into the air to collect the coins (including red coins) above it.



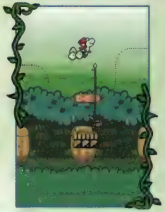
Jump to the grassy knoll and swallow the Spear Guys. Look for a flower on the tall tree to the right. The easiest way to get it is to throw an egg as you jump to the brown platform below. The brown platform moves along a squiggly path, sliding dangerously close to the waters full of Lunge Fish.



Flutter-Jump to keep out of range, but hover as close to the moving platform as possible. Look for the two lines of coins that stretch into the

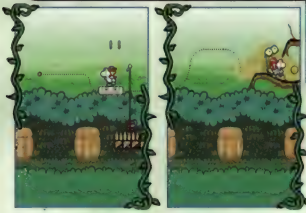
sky near the end of the platform's run. Fire an egg straight up to collect the red coin in the lines. Jump off the platform before it tumbles into the water.

Use the bouncer to vault on top of the trees. Slurp up the Spear Guy before it can poke you and knock the baby loose. Use the bouncer on the treetop to jump up to a set of ruins to the right of a flower. Toss an egg at the flower and then move right as the screen-scrolling changes direction.



Jump to the brown platform. It slides only when you aren't standing on it. Jump over the Spear Guys to keep the platform moving, touching down only briefly when the Flutter-Jump gives out.

TIP **Ground Pound on the platform to temporarily freeze the Drool Hard hanging from the ceiling.**



Walk through the Middle Ring and jump out to the gray platform. It slides over the Spear Guys when you stand on it, so jump up only to grab red coins and let the spears pass beneath you, then touch down

to keep the platform moving. Jump from the platform to a barren tree to the right, picking up more coins (including a red coin next to the tree trunk).

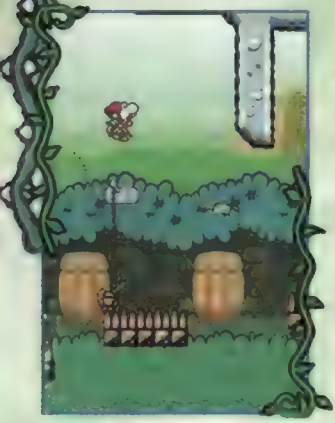
Fill your eggs at the egg block, then shoot down the bouncer so you can jump up to the next set of branches. A Shy Guy on stilts is walking over spikes to the right, so land on the left branch. Hit the Shy Guy with an egg, then leap over to the bouncer on the right.

The bouncer vaults you up to a long platform covered in coins. Pick up the coin on the far left for a red coin, but don't linger, as the screen starts scrolling to the right again at a much quicker pace.

Jump out to the small trees to pick up a red coin.

Follow the next platform as it scrolls to the right, jumping over the Shy Guys patrolling the spikes below. Jump off the platform when you spot a branch and a thick path of leaves. The leaves hold several coins, including two red coins closest to the right wall. Before jumping down to the next platform, Flutter-Jump beneath the branch to pick up a flower.

The small gray platform drops past a Pike Guy. Jump out to the right to avoid the Pike if it tries to poke you as you pass by it.



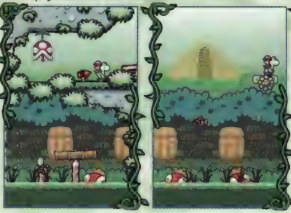
Keep following the platforms as they wind through the jungle, jumping over spears and shooting the Winged Cloud to pick up five stars. When the platform is about to fall off the screen, jump over to the grassy ledge and enter the next area.

Middle Ring

Jump to the brown platform as it slinks through the air over the water. Whenever you land on it, it stops, so keep Flutter-Jumping over it so you always have a safe landing beneath you. When you spot a gray platform closer to the water, jump down and ride it down to pick up some red coins.

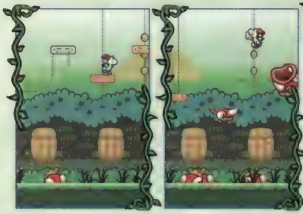
Two Shy Guys with red coins fly through the air. They glide close to the platform, so jump up and swallow the red coins instead of throwing eggs. The platform eventually drops you off near a column with a Spear Guy. Now, run to the right until you reach a set of teetering platforms balanced on logs over the water.

Let the Bungee Piranha grab Yoshi and pull him up to the top level of the screen. If you miss it, the screen-scrolling will just dump you into the water.



Catch Baby Mario before you lose too much star power and then walk to the right. Smash the crate to earn some coins, then bop the nearby M Blocks to earn more coins. Another gray platform to the right starts sliding as soon as you land on it. Ride the platform until it's about to drop into the water—there is a flower right at the end.

Follow the next set of platforms as they slide over the water. Pick up all of the coins, including this set, as it hides a red coin.



Small brown platforms scroll up and down right in front of the goal. There are lines of coins along their paths, but only the bottom coins are red coins. Ride the platforms down, then jump to the next set of coins. Watch out for the Boss Bass jumping out of the water as you get closer to the grassy platform that holds the goal.

World 2-Secret

While Baby Mario is almost universally the best baby to use in these secret stages, you need Baby Peach in this fast-paced stage. There is a Stork Stop right before the wind area, but reaching it is tricky, so you may want to play through an easy stage and finish with Baby Peach so she's available right at the beginning of World 2-Secret.

Rising Lava

This is a treacherous stage for slow-moving Yoshi—there is no safe floor to stand on. The "ground" is a sea of lava. As you run across the teetering platforms, stand on the right side to pick up the red coin close to the lava, but then quickly jump to the next one before the platform goes vertical and dumps you right into the molten earth.

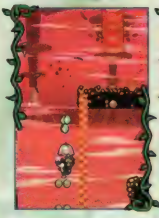
Jump on the arrow rock right in front of the lava falls. The rock floats in the direction the arrow faces, so jump up and let the rock spin until the arrow points straight up.

Once you reach the top of the falls, jump over to the teetering platforms to the right. Pick up the coins over the platforms, but keep moving before the platforms tip you into the lava. The lava is still rising, so run as fast as you can across the platforms, hop across the stones, and avoid the Bungee Piranhas as they drop from the cave's ceiling.

Run across the line of numbered platforms without stopping; that way they cannot explode and drop you in the lava. There is a flower next to a platform with a 2 on it. Grab the flower before you must jump back up to avoid the still-rising lava. Run across the rest of the numbered platforms (this is when using Baby Mario is most helpful), leap to the teetering platform, and then jump into the next section of the stage.

A wind blows up from the ground in the next area, but if you aren't using Baby Peach, you have to jump on the backs of the small bats to reach the ledge with the Middle Ring. Jump across to switch to Baby Peach at the Stork Stop.

Ride the wind currents through the lines of coins in the air to pick up red coins. Be sure to grab the coins on the ledge on the screen's left side, high above the lava falls, before heading to the right, where a major lava chute dumps fat spurts of molten earth from the ceiling.



Wait for the lava to stop flowing, then glide through and drop down through the lines of coins on the other side. A ledge with a switch sits to the left, right below a flower. The switch activates a series of platforms you must jump up to reach the flower. Be careful not to accidentally touch the nearby lava falls!

Float up the winds in the gap between the lava falls to the right of the flower. Flutter-Jump through the air, waiting for the lava chute to empty itself, and then drop down the coins on the other side to pick up another red coin.

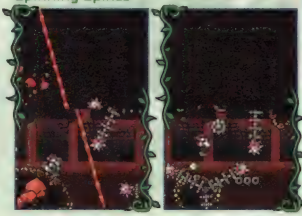
Fly over to the Stork Stop to change to Baby DK.

Jump out to grab the rope and swing over the lava. Jump at the end of the rope swing to reach a rope hanging straight down in the middle of a coin field. Don't swing the rope—just climb up it and jump

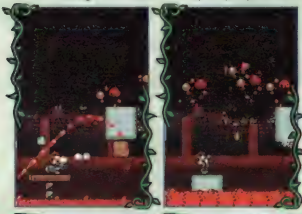
over to pick up a flower. Now, drop to the ground and walk over to the nearby vine.

Climb up the vines and grab the red coin at the very top. Slide back down the vines and exit the area to the right.

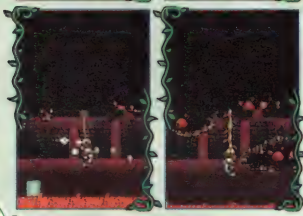
Spinning Spikes



When you approach the rotating spiked ball traps, stop at the edge of the ledge and wait for a lava squirt to erupt from the bottom of the area. When the lava stops, Flutter-Jump through the line of coins. Quickly touch down on the rock with the rotating arms and then jump up into the flower.



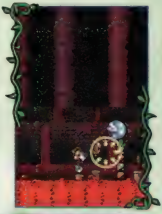
Now, keep running to the right and jump to the platform right in front of the giant blue rock in the ceiling. Fill your egg collection from the egg block, wait for the lava squirts to die down, and then throw an egg at the breakable rock beneath the blue stone.



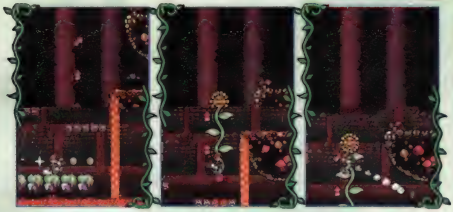
Keep knocking down the blue stones and jumping over the lava until

you reach the rope. Lava pours over the last falling stone when you shoot the block. Wait a moment for the lava to clear before jumping. The rope glides across a line of coins (including red coins). Jump up to a hanging vine before the rope slides into the lava. Pick up the coins and walk to the right to find the next Middle Ring.

Jump on the poles in the lava, picking up coins. There is a red coin on the collapsing rock, but don't linger; it sinks into the lava. Now, jump over to the rotating yellow platforms to pick up the last flower. Keep going right until you spot a Piranha Plant.



Hit the Piranha Plant with an egg. The explosion will pick up the nearby red coin. Keep moving across the poles in the lava, picking up more red coins, until you pass under some invisible M Blocks and reach a Stork Stop.



Change to Baby Mario and then run to the right, scooping up the coins on the platform to gather red coins. Jump up the visible M Blocks. Cross on the M Blocks until you reach a single M Block that releases a giant sunflower. Throw an egg at the two coins to the right of the sunflower to pick up the last red coins. Finally, jump to the top of the sunflower and head right to pass through the goal.

World 3

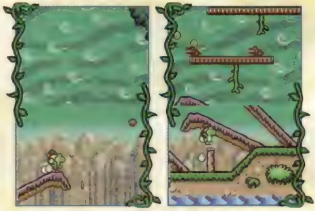
Water and Wario

World 3 introduces Baby Wario, but the greedy little tyke doesn't join the party until you complete World 3-4. Reaching Baby Wario isn't easy, as this water-logged world features pirate ships full of marauding Shy Guys and Bullet Bills, plus rivers teeming with ill-tempered fish. Yoshi must be fast on his feet—and even faster with an egg throw—if you want to bear witness to Baby Wario's powerful magnet.

World 3-1: Up the Creek

Before you can reach an open sea full of pirate ships, you must survive a treacherous jungle river. Snap Jaws descend from the jungle canopy, eager to sink their teeth into Yoshi. Lunge Fish jump from the waters to knock babies loose. And as if that isn't bad enough, Yoshi must survive trips both up and down waterfalls to exit the jungle in one piece.

Welcome to the Jungle

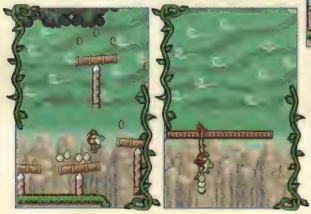


If you aren't already using Baby DK, make sure you switch to the baby ape at the Stork Stop right when the stage begins. Walk down the tree branch and jump out to the swinging ropes, collecting regular coins as you arc through the air. Jump off the second rope onto the tree branches, and then walk down to the right. Ground Pound the post between the branches to reveal the first red coin. Jump back up the branches and walk down to the right to find another post. Ground Pound it to earn another red coin.

After fetching the first two red coins, you must brave the Snap Jaws that patrol the vines above the branches. These mini crocs rush down the vines, biting anything in their path. Head left and crawl up the longest vine to find another red coin. If you're low on eggs, stand on a ledge and swallow Snap Jaws.

Walk to the right of the vines and jump on top of the tall post. Throw one of Baby DK's exploding eggs at the block above you. The blast captures all of the coins. Next, Ground Pound that post until it's flush with the grass. This reveals a Winged Cloud. Pop it to earn a 1-Up.

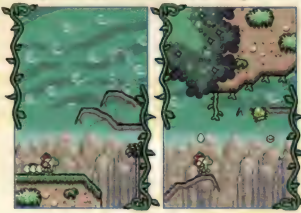
After picking up the three red coins in this area, drop to the right of the tall post and swim over to the shore with teetering platforms.



Carefully jump from platform to platform, never lingering too long on one extreme. If you stand still, the platform tips

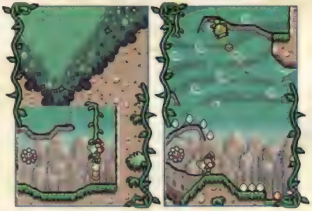
you off. Watch for Snap Jaws descending from the jungle canopy. When you reach the long, stable ledge at the top of the jungle (where the Snap Jaws stage their attacks), walk right.

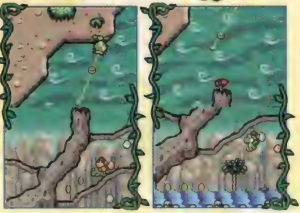
Jump across the two teetering platforms to collect the red coin between them. The yellow platform puts you within striking distance of a flower. Quickly aim and hit the flower before the platform descends out of range.



In the next area, jump up the nearby tree branches to reach the first Middle Ring. Walk to the right—passing the Stork Stop unless you're using a baby other than Baby DK—and wait for the Drool Hard to stop covering the nearby rope with Pokeys. Jump to the rope, swing back and forth to get some momentum, and then jump up to the vine on the left.

Climb along the vines on the ceiling, picking up a red coin in the corner, before descending and walking to the left to recover a flower. Backtrack to the vine that leads into this jungle alcove and drop to the tree branches below. There is another flower near the roots, right next to an Egg-enut.

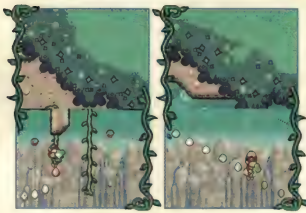




Cross the waters and climb up the next barren tree. Drop down the other side of the tree, collecting the red coin between the two branches that stretch off to the right. The next red coin is in the water, pressed up against the tree trunk. As you close in on the coin, an Egg-enut pops out of the drink. Bop it with an egg so it slinks back beneath the waves, clearing a path to the red coin.

Ground Pound the post to the left of the teetering platform surrounded by Snap Jaws.

TIP **Earn a bunch of extra stars by gobbling a Snap Jaw and spitting it into the tulip.**

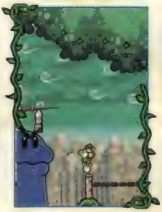


After collecting the red coin from the post, head back up the tree to the left and jump on the rope with the Drool Hard. Jump across the ropes and vines until you reach the

rope positioned along a track that arcs downward. The fourth coin along the rope's trajectory (it looks slightly out of place in the otherwise uniformly spaced line) is the red coin.

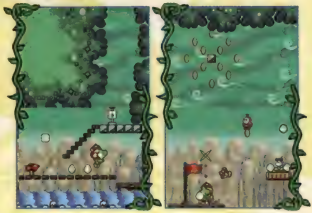
At the end of the rope swing, jump out to the right to catch another hanging rope. Swing across to the right to reach a bouncer on a narrow ledge. Vault Baby DK up to the heights of the jungle canopy via the bouncer. This secret area is full of coins, all positioned along the path of a giant rope. None of these are red coins, so if you miss anything before falling off the rope, no worries. When you drop off the rope, you'll fall back into the normal jungle, not too far to the right of the bouncer.

When you land on the teetering platform, jump off to the left. A Super Big Nep-enut patrols the waters here, but you can temporarily dismiss it with an egg to the face. Ground Pound the post below the checked block to reveal another red coin.



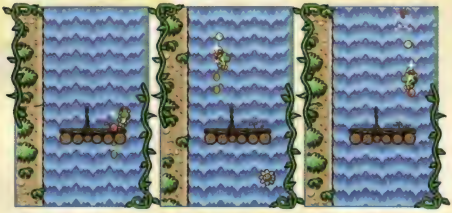
Swim to the right and Ground Pound the pole at the end of the pier. Slip beneath the boards to collect the hidden coins, including a red coin. Afterward, step along the pier to the next area.

Do Go Chasing Waterfalls



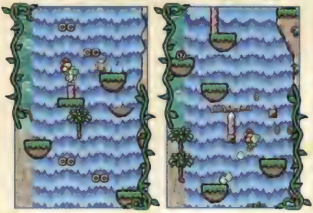
After passing through the Middle Ring, hop on the raft to start floating downriver. Watch out for the Lunge Fish in the water, but also keep an eye on the top screen so you can track a Fly Guy with a red coin. You can collect a lot of regular coins by hitting the blocks near the ceiling with DK's exploding eggs. The blast collects all of the surrounding coins.

When you reach dry land, act quickly to shoot down the Fly Guy with the red coin buzzing above you. After nabbing the precious coin, look for the flower amongst the foliage to the right. Nail it with an egg. The Winged Cloud here contains stars, so make sure you pop it to increase star power.



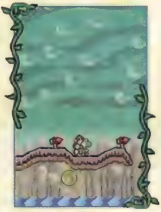
When you step on the next raft, get ready for a wild ride over the waterfalls. Yoshi won't be hurt by the quick descent, but you have to move fast if you want to collect all of the red coins and the flower positioned along the face of the falls. There are no red coins in first line of coins, so move to the right side of the falls and get ready to pass through the next

set, which contains a red coin. Now, move back to the left to intercept another line of coins, including a red coin. Finally, slide to the right to pick up a flower and the last two red coins before splashing down in the river.



Now, you must ascend another waterfall by jumping up a series of platforms. Watch out for enemies on the platforms, such as Piranha Plants and Blow Hards. Ground Pound the first post you see to earn a red coin. Then collect all of the coins above the Stork Stop in the middle of the falls to uncover the last two red coins in this stage.

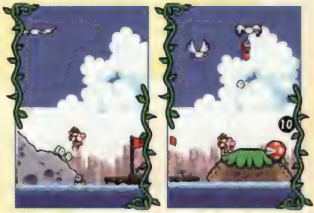
Use the bouncer on the left side of the falls and vault up to a long tree branch. Walk right, passing over the DK character coin. When you reach the end of the branch, step off the tree and flutter back to the left to pick up the coin. Now head back to the right to find the goal and exit the stage.



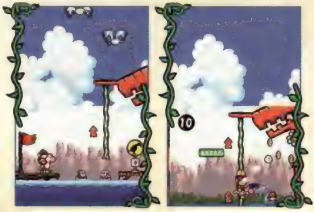
World 3-2: The Goonie Coast Isn't Clear

Goonies fill the skies over an ocean full of pirate ships, but these birds aren't your top concern during this visit to the briny blue. The scrolling screen always threatens to leave you behind, so concentrate on staying as far to the screen's right side as possible. And never risk your neck for any coin but a red one.

Ahoy, Matey!



Life on the open sea is full of trials and tribulations, such as challenging Pirate Guys, looking out for Goonies in the skies overhead, and staying ahead of a constantly scrolling screen. Quickly hop across the rafts en route to the first ship, watching the skies for a Fly Guy carrying a red coin. Blast the Fly Guy with an egg and keep moving across the rafts until you stand in the shadow of a massive vessel.



Use the Stork Stop below the ship's figurehead to switch to Baby DK if necessary, then climb the vine to board the vessel. Throw an egg at the flower beneath the ship's bow and get your collection started off right.

Once on board the vessel, you must battle the ship's crew: Pirate Guys. These scurvy seadogs don't cotton to land lubbers like Baby DK—fortunately, his explosive eggs bowl over entire stacks of Pirate Guys.

The next flower is along the ship's deck, beneath a collapsing platform. The flower is tucked inside a hidden Winged Cloud, so quickly drop to the deck and expose the cloud before the scrolling pushes you off the screen. Then, jump up the mast directly above the flower to pick up a red coin.

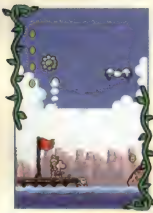
TIP **Using eggs, overturn the buckets hanging from the sails to drop coins.**

Stomp the switch next to the platform between the two ships. This creates a solid gangplank beneath the line of coins. Step down to the coins, scooping them up to earn a red coin. Quickly pop the nearby Winged Cloud with an egg to expose a flower.

Jump up to the next ship, scaling the figure-head, and swallow Pirate Guys to replenish spent eggs.

Two red coins sit on the ledge right above the ship's deck, just to the left of a Stork Stop. Avoid this Stork Stop and concentrate on Ground Pounding the twin posts below it. This reveals two red coins.

Now, quickly switch to Baby Peach at the Stork Stop to the right of the small mast. Jump off the ship, deploying the parasol to catch the wind blowing up from the ocean. This propels Baby Peach into a field of coins. There are three red coins amid this sea of change, but they are on the right side of the hoard, along the top row.

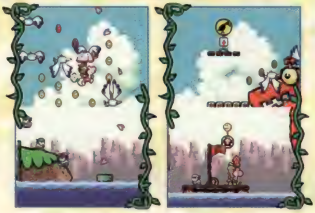


If you fall from the top screen, you descend below the wind's graces. You must rely on egg throws to nail the red coins and the flower that hangs just to the right of the coin field.

After collecting the red coins and flower, walk over the small island to the right and duck beneath the giant rock to enter the second half of this stage.

A Pirate's Life for Yoshi

The scrolling screen continues to put pressure on Yoshi to hurry up and collect the red coins and flowers before falling off the map. After stepping through a Middle Ring, head right to cross a Pirate Guy raft. (Look for a Winged Cloud full of stars behind the raft's flag.) The small island just ahead is crowded, but you must hit the switch on the pipe to start a series of wind currents.



Fly into the air via the parasol and collect four red coins in the center of the coin field. If you cannot quite soar to the figurehead on the wind, use the bouncers dropped by balloons to scale the face of the ship.

TIP **A hidden Winged Cloud beneath the figurehead contains a 1-Up.**

Switch back to Baby DK on the Stork Stop above the figurehead and then jump to the vine hanging off the mast to the right. Climb topside and pop the Winged Cloud above the crow's nest with an egg. This drops the key that unlocks the door on the next ship. Watch out for aggressive Bullet Bills that try to knock the baby off Yoshi's back.

There's nothing else to collect on this ship, so try to press close to the right side of the screen as you scroll toward the next vessel. Keep avoiding Bullet Bills as they stream across the ship's bow. Stay close to the deck so you can switch to Baby Peach at the next Stork Stop. It's directly above a flower you cannot reach yet.

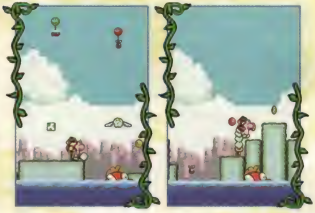
Next, run across the deck and drop into a small alcove to pick up Peach's character coin, plus two red coins directly to the right of it. After collecting the goodies, head through the locked door to enter the ship's cargo hold.

When you enter the hold, you spot another locked door to the right. That's the minigame door—you play Bouncie Maze within. But since you used the key to enter this hold, you must recover another one to access the minigame. Walk through the Middle Ring to the left and then drop to the ledge beneath to expose a hidden Winged Cloud. Pop the cloud to locate the key.

The ledge opposite this one contains another hidden Winged Cloud. This drops a switch that activates all of the coins in the cargo hold. None of them are red coins, so this is strictly optional. When you're ready to go topside again, walk through the blue door next to the Middle Ring.

This door leads right to the flower you passed earlier! Grab the flower and jump back up to the deck, passing through the red coin right above the door.

Jump off the back of the ship to a blue stone in the water. Refill your eggs at an egg block, then shoot the Winged Cloud to raise the stones to the right. If you have Baby DK, the resulting explosion will pick up the red coin on the first stone that pushes out of the water. Touch every coin on the rising stones, as all three are red ones.



CAUTION

A 1-Up floats overhead on a balloon, but with the screen still scrolling along, you may want to skip it, rather than fall behind.

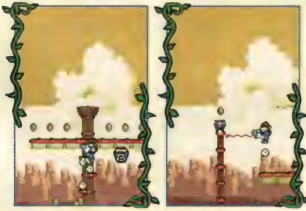
There is a hidden Winged Cloud beneath the pier over the blue stones. If you have time, expose it to earn a 1-Up, and then blast through the stack of Pirate Guys to clear the way to the goal.

World 3-3: Island of Peril

Hi-diddle-dee-dee, a pirate's life for Yoshi. Yoshi and the babies must scavenge coins and goodies from more pirate ships, plus explore pipes that link a collection of small islands. Only after recovering all the booty can Yoshi escape to the next stage.

Pirate Ship

The first area contains a single pirate ship, to the left of the small island where you first appear. Hop up the palm trees, picking a red coin off the tallest fronds before heading left to scale the ship's figurehead. Beneath it is a red coin. Throw an egg beneath the jaw or flutter out to pick the coin up before hopping on top of the dragon head.



The ship holds two red coins. The first one is at the top of the central mast; just jump up the ledges on the pole to reach it. The second one is on top of the

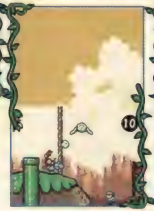
rear mast. Jump out from the central mast and push the Tap-Tap off with your tongue, then pick up the coin. Don't drop to the back of the ship just yet, though. Climb back to the crow's nest on top of the central mast.

Flutter-Jump to the left, maintaining your altitude so you can scoop up a red coin on this hard-to-reach ledge above the water.

Drop down to the grassy island behind the ship. Pick up the coins on each side of the island to claim two more red coins. Once the booty is yours, slip into the pipe.

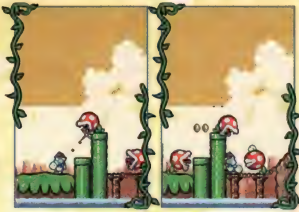
Pipe Maze

When you come up the other side of the pipe, you're on another tiny island with two extra pipes. A third pipe is off to the right. First, walk to the left and slip down the pipe to the left of the Stork Stop.



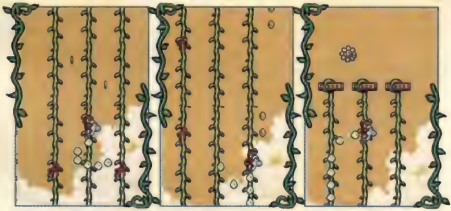
To make the flower on this island appear, you must hit all of the hidden Winged Clouds with eggs. To reveal the Winged Clouds, hit this first cloud to the right of the island, just below the tall palm tree. Now, pelt the rest of the clouds with eggs, refilling your

supply with the Pirate Guys on the two rafts flanking the island. When all of the clouds are gone, the flower appears over the raft on the left. Now, drop back through the pipe to return to the previous island.



Next, slip down the pipe to the far right of the Stork Stop (not the one you emerged from after leaving the pirate ship). To find the flower on this small set of islands, you must pepper the Piranha Plants with eggs. Once the coast is clear, the flower is available above the pipe on the right side of the island. To earn extra eggs, slurp up enemies as they pop out of the central pipe. After picking the flower, drop through the pipe beneath it.

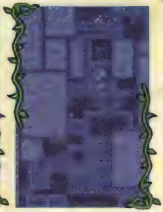
The pipe leads to another island full of pipes, plus an egg block and a Stork Stop to the right. Switch to Baby DK if you are using any other baby and then descend the pipe to the right.



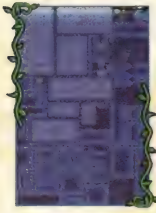
You must climb a series of vines to not only reach a flower at the very top, but also collect four red coins. The munching Snap Jaws are a total nuisance, but you can swallow them and spit them out to dispose of them. The first red coin is to the left, just outside the vine

collection. The next three are alternately to the right and left side of the group of vines. Jump out to pick them up and then quickly fall back into the vines to get a grip. Climb to the top, grab the flower, and then descend back to the pipe at the bottom.

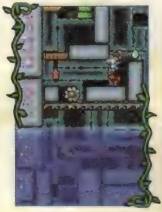
Now, return to the first island you visited after touring the pirate ship and Flutter-Jump across the water to the right. Pop the Winged Cloud in front of the pipe to earn five stars. Finally, slip down this pipe to enter a water-logged chamber.



Use the morph bubble beneath the pipe to turn into a submarine, then dive beneath the waves to collect coins. Watch out for the feisty fish in the water as you follow the rocks to locate another morph bubble.



After prolonging your submarine form, swim around the rocks to the right and pick up the two red coins in the tiny alcove to the left (right below the surface) before popping up into the Yoshi Block.



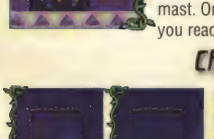
After turning back into Yoshi, hop over to the left. Pick up the red coins beneath the rocks, then nab the flower beneath the pipe.

The pipe leads up to the second set of islands. Flutter across the water and head for the pipe in the center of the larger island. It's to the left of the Stork Stop. Before using the pipe, switch to Baby Mario.

The pipe leads up to another pirate ship. There are two red coins in the water to the left and right of the pipe. After collecting the coins, use the yellow platforms to scale the rear of the ship. Watch out for Tap-Taps and Bullet Bills.

Collect all of the coins along the ship's deck beneath the mast. There is a red coin within the hoard. If you're collecting character coins, you must now jump up to the very top of the mast. Only from the crow's nest can you reach Mario's coin.

Character Coin



From the crow's nest, Flutter-Jump to the left, maintaining a steady altitude. The character coin is on a grassy ledge, right below a hidden Winged Cloud.

The second-to-last red coin is beneath the ship's figurehead. Either throw an egg into the coins to pick up the red coin, or pop the Winged Cloud to create stairs that lead right up to it. After nabbing the coins, walk across the pier, looking out for the Boss Bass that leaps out of the water.

Two palm trees stand right in front of the goal. Jump on top of the left one to pick up the final red coin. After claiming it, drop into the pipe just below the tree to uncover the last flower. Now, step through the goal to complete the stage.

World 3-4: Bessie Bass's Battleship

A hard, rainy night falls over the island, drenching Yoshi and the babies. You can seek shelter beneath the deck of Bessie Bass's boat, but the hostess may not be feeling particularly hospitable. The ship's cargo hold is a maze of interconnected rooms, each holding valuable treasure.

Pirate Ship

The rain comes down hard on Yoshi when the stage begins. Pick up the first red coin on the ship, just to

the right of the starting point. Drop down the mast, watching out for Pirate Guys and Bullet Bills on board the vessel. Head for the ship's figurehead to the left. There is a small stack of platforms rising out of the water. Stand in the middle of them and fire an egg at the space below the figurehead's jaw to reveal a hidden Winged Cloud. The first flower is inside the cloud.

After picking up the flower, jump back to the ship. Ascend the mast in the center. A red coin waits just to the right of the crow's nest, and the next flower is directly above the flag. Throw an egg at the flower to retrieve it.

Look for two red coins on the ship's right mast—one on each plank. After collecting the coins, drop down the pipe directly below you to enter the first room of the ship's cargo hold. A flower hovers in the upper left corner of the room. Follow the line of coins to line up your aim. Fire off an egg, bouncing it off of the ceiling to pick up the flower.

If your aim is true, you'll hit all of the coins and pick up two more red ones. Hop back up the pipe and return to the deck.

Cross to the left side of the ship and drop down the second-from-the-left pipe.

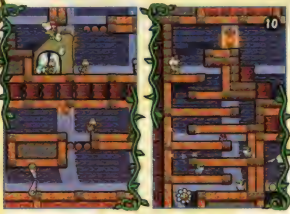
TIP **If you have Baby Mario, hop into the leftmost pipe first. Watch out for the Gooey Goons hanging from the ceiling as you make your way to the M Blocks. Bop them to release coins and stars.**

Cargo Hold

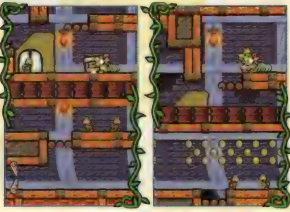
Upon dropping into the hold, you're almost overwhelmed by Koopas. Swallow Koopas and spit their shells at the others as you head right and cross on top of the platforms. A Crabble crawls around a cube in the corner. Jump on top of the cube and pop the Winged Cloud to reveal stars, then drop to the left to pick up a red coin.

There is another cube to the left—complete with another Crabble. Avoid the hard-shelled bully and pick up the red coin on the left side of the cube. On the floor is a character coin; it appears as an outline unless you have Baby DK—it belongs to him. DK's Dash Attack clears away the rocks and reveals a path to the coin. If you don't have Baby DK, you must wait until you reach the Stork Stop deeper in the ship and then backtrack.

Walk across the room, passing a door, and swallow a Koopa to get its shell. Spit the shell across the spikes to pop a Winged Cloud and earn a 1-Up. The bouncing shell may even clear out a Crabble.

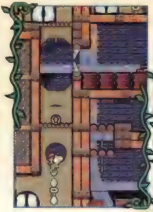


Go through the door to the left of the spikes. Swallow a Koopa and hold its shell in Yoshi's mouth. Walk to the snaking passage to the left and spit the Koopa shell down into the minor maze. The shell ricochets all the way to the bottom, picking up a flower.

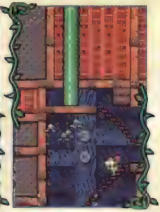


Now, walk back to the door and push the crate below the logs. Jump up to the ledge above the logs and walk to the right to spot a vase and a coin hoard. The last two coins are red. Push the vase off the ledge and break it, revealing a key. Now drop back down and push the crate all the way to the bottom of the hold.

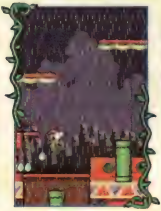
Push the crate beneath the logs to the left. Jump on top of the crate, then into the small chamber. Avoid the Koopas to the right and concentrate on popping the Winged Cloud to expose some stars. Drop down the line of coins to the left to collect the stars and two red coins, then backtrack through the one-way gate and enter the door in the room's right corner.



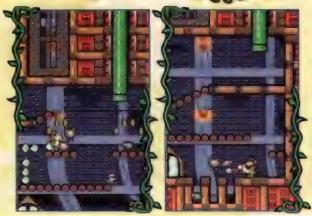
Use the bouncers to scale the vertical passage and slip through the door at the top.



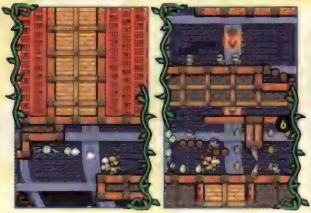
After touching the Middle Ring directly above you, fire an egg at the Winged Cloud to the left to earn stars. A hidden Winged Cloud floats directly above the Middle Ring. Throw up one egg to reveal it and another to pop it and claim a 1-Up. Use the stairs to climb to the top of the room, and jump into the pipe to return topside.



Head for the pipe to the right of the locked door on the ship's deck. You can use your key to unlock the door, but you still need another key to force your way into Bessie Bass's chambers.

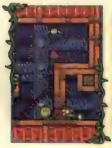


Upon entering the hold again, you spot a Stork Stop. Tap-Taps are hopping up and down on platforms beneath the Stork Stop. Drop down and push them off with Yoshi's tongue, then collect a red coin off of each platform. Now drop to the bottom of the room and leap over the Tap-Taps next to the door. This door leads deeper into the ship.



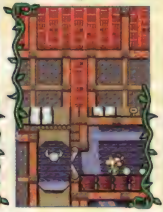
When entering the next room, lick up the stack of Pirate Guys to replenish eggs, and pop the Winged Cloud in the corner—it's full of stars. Drop all the way to the bottom of the room and collect all of the coins on each side of the one-way gate to score two more red coins. Spit the Pirate Guys into each other to dispose of the horde, then exit this room via the door in the left corner.

Character Coin



If you changed to Baby DK at the Stork Stop, you can now backtrack to the chamber with the character coin. DK Dash Attack through the rocks to pick up the coin. There is also a red coin to the left of the character coin, just below the box in the room's center.

Use the bouncer to the right of the vault to the ledge beneath the Winged Cloud. (The cloud holds only coins.) The Potted Ghost in the middle of the chamber makes it difficult to collect the two red coins above it. Hit the Potted Ghost with an egg to tip it over, then use the pottery as a makeshift ledge. You can also fire exploding eggs at the ceiling and leap over the Potted Ghost when it's hiding. Next, grab the flower to the left and drop through the one-way gate.

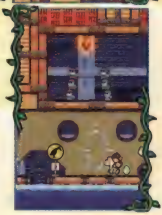


Cross the bottom of the room and use the Potted Ghost in the left corner to scale the ledge; it's too high to access by jumping. Tip over the next Potted Ghost and use its pot to reach the next ledge. Pop the Winged Cloud to create stairs to both the second key and a door near the ceiling. Use the door.

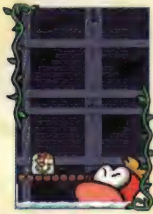
Scale this next room, popping Pirate Guys, and escape topside through the pipe in the ceiling.

Enter the locked door on the deck with a key. Head down the stairs, avoiding the Boos, and unlock the second door.

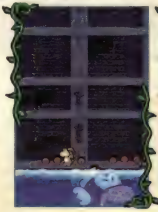
Cross the water, avoiding the fish, and step through the Middle Ring. Then open the red door that leads to Bessie Bass's lair.



Bessie Bass



Bessie Bass dwarfs even the mighty Boss Bass. This massive fish has a mouth that would make Moby Dick shake his head in shame—and that maw is both your greatest threat and Bessie's biggest weakness. If Bessie swallows you up, the fight's over—you have to restart. But if you can throw three eggs into Bessie's kisser, then the fish will flop back into the sea and never bother you again.



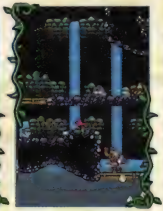
Bessie Bass's chamber is full of water. Several log platforms float on the rising tide. These are fragile. If Bessie Bass jumps out of the water and crashes into one, it sinks. Extra platforms will fall from the ceiling, as well as spare eggs and Toober Guys. Avoid Bessie Bass's jumping attacks; when she arcs through the air, fire eggs at her mouth to land the biggest catch of Yoshi's life.

World 3-5: Heeeere's Wario

With the other babies out of commission, it's up to Baby Wario to press on alone. The greedy baby is equipped with a special magnet that attracts all nearby treasure, even pulling coins through solid walls. You can use only Baby Wario the first time you reach this stage—if you're collecting character coins, you must play it again later with Baby DK.

Coin Magnet

At the beginning of the stage, look up to spot the first flower. It's at the top of the underground chamber. You must find an egg and throw it at the flower to retrieve it. Use Baby Wario's magnet to pull the metal crate out of the tiny opening to the right. Just stand next to the crate and slowly inch away—the crate will automatically follow.

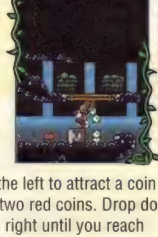


Repeat this trick with the next metal crate. The ledge above you is too high to jump to without help, so drag the nearby metal crate away from the wall with the magnet. The magnet also pulls coins out of the wall to the right, including a red coin.

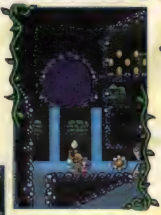
Attract the next red coin by jumping close to the pocket of coins here. The magnet does the rest of the work, pulling the coins right through the rocks.

Use the next metal crate to scale the ledge to the right. Fill your eggs at the egg block and then stand right at the edge of the wooden platform—where it meets the rock. There is a flower in the Winged Cloud directly above you. Fire off an egg to retrieve the flower before moving on to the right.

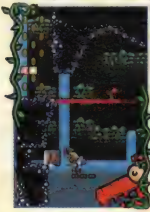
Swallow the Pirate Guys and then drag the next metal crate to the right, pulling it beneath the wooden ledge. Jump on top of the crate and then up through the ledge. Run to the left to attract a coin hoard, picking up two red coins. Drop down the passage to the right until you reach the bottom floor of the cave. Use the Middle Ring to save your progress.

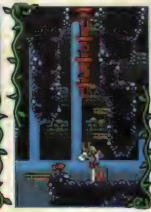


Push this metal crate beneath the loose soil so it's right below the bouncer. Throw an egg straight up so the bouncer falls on top of the metal crate. Next, pull the metal crate back to the right until it's beneath this vertical shaft.

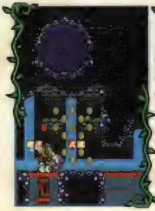


Bounce up the narrow shaft into another coin hoard. There is a single red coin amid this treasure trove. Grab the flower to the right and then pass through the one-way gate.





Jump up the ledges in front of the pirate ship to the right. Pull the metal crate out of the wall with the magnet. When it falls to the ground, push it to the left, beneath the ledges that would normally be just out of reach. Now, jump up the ledges to discover two coin hoards.



There are two red coins in the first hoard, directly above the egg blocks. Walk to the left to pull another collection of coins through the rock, including three red coins.

After collecting all of the coins, drop on top of the pirate ship's figurehead. Walk to the right and shoot down the Winged Cloud above you to earn five stars before exiting the area.

Underground Ships

Refill your eggs at the egg block below the naked mast. Jump up the post to the right and then hop back left to access a Middle Ring.

Next, head for the platforms to the right. Stand on the sliding yellow platform to pick up all of the coins—including three red ones—and pop the Winged Cloud in the ceiling to reveal another flower. Throw another egg to recover it and then jump off the platform to the next ship's figurehead.

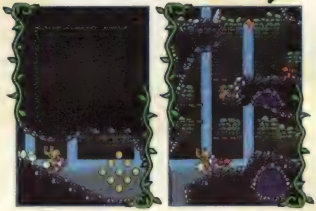
After refilling your eggs again, climb the mast to collect more coins (including a red one at the top) and reveal a pair of hidden Winged Clouds along the ceiling. They're nestled in the small alcoves. Pop them to earn stars and treasure.

Commentary

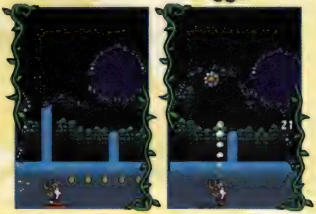
If you're collecting character coins, return to this exact point after rejoining the other babies. You must use a combination of Baby Wario and Baby DK to fetch DK's coin at the very top of the cave. When I first approached this area, I just tried to bully my way up with Baby DK. But the presence of two metal crates should hint that you really need to use Baby Wario.

Pull the first metal crate to the left with Wario's magnet. Now, break the rock behind it with an egg. Ride the green platform up to the next ledge. Break the rocks with eggs, then drag the metal crate beneath the bouncer. Stand on the crate and hurl an egg through the soil to drop the bouncer on top of the crate. Pull the crate back to the left with the magnet.

Bounce up to the high ledge, beneath the Winged Cloud. Two red coins lead down to a Stork Stop that only appears on your second visit to the cave. (You can still get the red coins on your first visit and score 100.) Switch to Baby DK to reveal the coin.



Pass through the one-way gate beneath the Winged Cloud and step right to find a side passage full of coins. Collect them all to pick up a red coin and then step back to the left. Drop down the ledge until you are flush with the ship's deck and head right again.

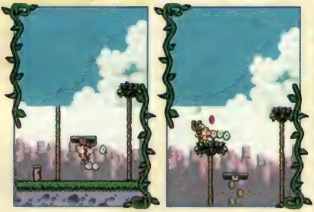


Ride the top sliding platform through the coin line to pick up the final three red coins. Now jump down to the landing with the goal—but do not step into it just yet. Notice that there are only four flowers on the goal? The last one is to the right of the goal, embedded in the ceiling. Jump across the small wooden platforms above the trees and shoot it down with an egg to complete your flower collection.

World 3-6: Use the Magnet to Get Rich Quick!

There's hidden treasure in this jungle. Many coins are tucked into the greenery and invisible to Yoshi and the babies as they pass by. However, Baby Wario's magnet is perfect for plucking coins out of the brush, so count on the greedy tot for the majority of this stage.

Gilded Jungle

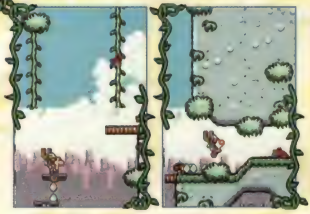


Immediately Ground Pound the post to the starting point's left to earn the first red coin. Use Baby Wario's magnet to pull metal platforms from the sky. When Yoshi jumps on top of the platform, the magnet pull is broken and the platform springs back into place. If you jump at the right time, you can get serious air. Collect the coins on top of the first palm tree to snatch another red coin before heading to the water.

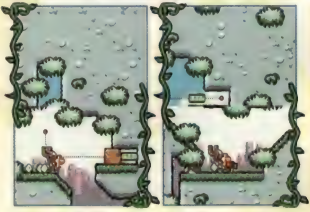
There's a Stork Stop on a raft in the water, but use Baby Wario. Use his magnet to pull down the metal platforms by the tall palm tree to get big air and collect a coin hoard in the sky. After grabbing the coins and popping the Winged Cloud on the palm tree's top, head right.

After smashing the Pirate Guys, Ground Pound this post so you can pull the metal crate out of the alcove with the magnet. Use the crate to jump up to the grassy ledge above you and check out the next area.

Use Baby Wario's magnet to pull down a series of three metal platforms and scale the side of a cliff. Use the magnet close to the greenery on the cliff to fish out a red coin. Repeat this trick when you reach the wooden ledge at the top—there's another red coin right above the tiny arrow sign.



Blast the rock in front of the green platform with an egg so the platform can sweep you up into this narrow passage. There are three more red coins in the brush. After collecting the treasure, drop and use the magnet to pull a metal crate away from the top of a vertical shaft.

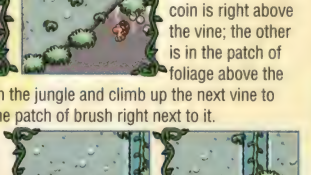


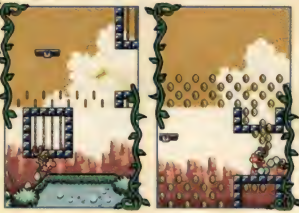
Descend the shaft. Use the Stork Stop at the bottom to switch to Baby Mario or Baby Wario. Ricochet eggs along the arrow path to the left so you can pop a Winged Cloud and reveal a flower. Throw another egg to pick up the flower. Switch to Baby DK at the Stork Stop and walk to the right.

TIP **Spit an enemy into the tulip to earn a bunch of stars.**

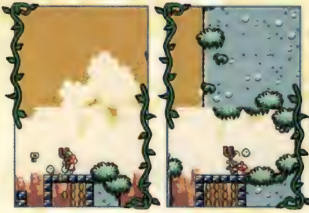
Climb the vines with Baby DK, then jump into the greenery to the left to pick up two red coins. The first coin is right above the vine; the other is in the patch of foliage above the tulip. Move through the jungle and climb up the next vine to find a red coin in the patch of brush right next to it.

Keep climbing the vines until you spot a Winged Cloud (it contains a 1-Up). Pick up a key on a ledge to the cloud's left. Jump out to the right and grab hold of the super-long vine hanging from the ceiling. Follow it up until you enter a secret area full of coins.

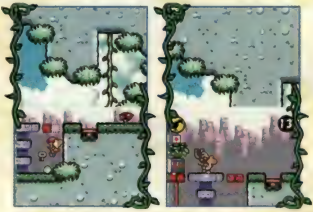




Switch to Baby Wario at the Stork Stop. Jump close to the coin boxes, pulling the treasure through the walls. There are four red coins in this secret area, so empty the boxes to collect each one. Walk right and pull down the metal platform to scramble into the area's center. From here, you can magnetize more coins as well as pull down another platform that rockets you to the top of the boxes.

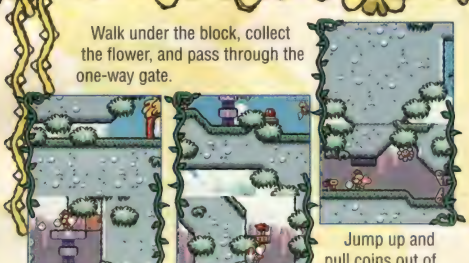


Pull in coins until there isn't one remaining. Head into the area's upper-right corner and collect the flower hidden in the brush. It's right in the corner, so jump up or pop an egg in there to fetch it. When the area is clear, go down the green pipe.



The pipe deposits you right next to a Stork Stop. Switch to Baby Mario so you can bop the M Blocks and create a solid bridge. When the M Blocks are permanent, switch to Baby Wario. Use the magnet to pull the metal crate in the rocks to the right. Drag the box on top of the switch plate—this raises a block to the right.

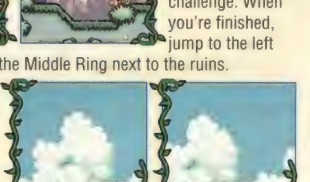
Walk under the block, collect the flower, and pass through the one-way gate.



Jump up and pull coins out of the brush right after the one-way gate. There's a red coin up there. Walk to the right and blast the rock holding up a Stork Stop with an egg. This exposes a red coin in the tiny alcove. Now, walk back to the left and use the magnet to pull down the metal platform—and a red coin.

The minigame hut is to the right—it's at the end of a narrow passage. Use the key to unlock the door and play the challenge. When you're finished, jump to the left and head through the Middle Ring next to the ruins.

Scale the ruins and run right until you spy a red switch on top of a metal crate. The switch temporarily solidifies the transparent blocks that extend across the sky.



Drag the switch to the right so you're close to the edge. Pound the switch and then run to the right to pick up a flower in a grassy alcove.

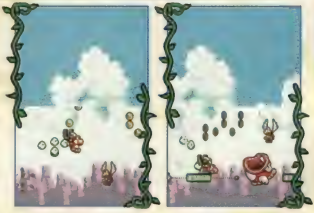
Use the Stork Stop below the transparent blocks to switch to Baby Wario. Push the metal crate onto the floor switch.

The plate in the ground activates the wind-making flower to the right. Switch to Baby Peach at the Stork Stop. Ride the gust upward to collect Baby Peach's character coin. Now, drop back down and switch back to Baby Wario at the Stork Stop before heading right and stepping into another Middle Ring.

NOTE

You can finish this stage with Baby Peach, too. Her extended Flutter-Jumps can help you cross the water in the next area, but it will be harder to collect all of the coins without Wario's magnet.

Cross the water by bouncing on the backs of Para-Koopas that patrol the shores. There is a red coin in the third set of coins (the sets are all shaped like Ws). When you reach the small island full of Pirate Guys, ride the platforms to



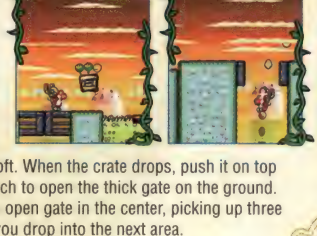
collect the last red coin, which is at the top of the next W-shaped collection of coins. Be careful—Boss Bass leaps from the water to make this difficult for you.

Use the pink platform to collect the last flower before Flutter-Jumping to the raft. (Watch out for the stack of Pirate Guys.) Now, jump up to the dock and run right to spot a tall palm tree. Throw an egg at the fronds to reveal a hidden Winged Cloud. Pop it to get some stars and then step into the goal.

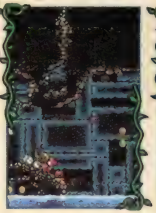
World 3-7: Tap-Tap's Sunken Cave

Rising tides? Falling blocks? And a thundering Super Big Tap-Tap? Surviving this trip beneath the crust is going to be a challenge for Yoshi and the babies. Smart use of each tot's talents will make things easier on you, but it often comes down to how good you are with an egg and how quickly you can get out of the way of danger.

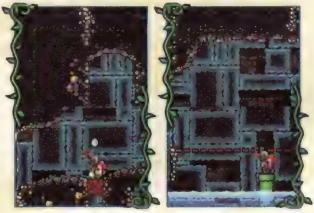
Sliding Blocks



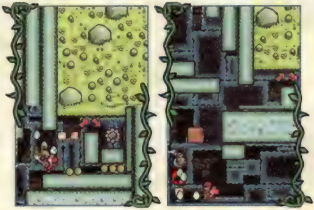
First, fill your egg collection at the egg block on top of the colorful stones. When you're completely stocked, walk to the right and pop the balloons holding a crate aloft. When the crate drops, push it on top of the nearby switch to open the thick gate on the ground. Jump through the open gate in the center, picking up three red coins before you drop into the next area.



When you hit the ground, head right until you reach the edge of the water. (You'll step over a plug that you can crack with an egg, but leave it alone for now. However, look up and pop the Winged Cloud above the plug for five stars.) Pop the Winged Cloud over the shore to drop a switch. This switch creates a bridge that extends over the green pipe poking out of the water. Multiple Winged Clouds appear, too, so pop them with eggs—you can always refill at the egg block—to gather up their contents as well as lower the water level in this room. Be sure to collect the coins over the bridge too, as there are two red coins among them.



When the water drops, Ground Pound the plug you stepped over earlier to drop into the water, picking up two more red coins. Now swim to the right to reach the green pipe. Drop down the pipe.

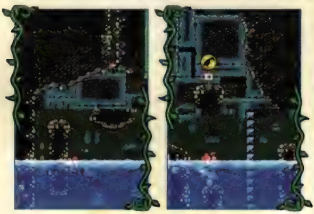


When you fall into the next area, step to the right to pick up some eggs. Red arrows on the wall indicate the trajectory of an egg. Throw an egg off the

ceiling to pick up a flower in a small alcove. Make the switch to Baby Mario or Baby Wario at the nearby Stork Stop and then walk toward the moving stones.

Use the dead spaces in the cavern to avoid getting squished by the moving monoliths. There are several lines of coins, but the four red coins in this area are farther to the right. Hide in the divots in either the floor or the ceiling of the cave and then pop out to get the pairs of coins in the center of the screen when the stone moves far enough out of the way.

Keep moving along the top of the rising stones to pick up a flower in this narrow passage along the ceiling. Once you have the flower, drop through the one-way gate and run to the right. Some pesky Tap-Taps guard a pipe on the other side of another one-way gate.



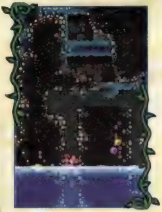
Rising Tides

When you drop out of the pipe, you splash down into rising water. The tide in this chamber rises and falls slowly. You must use this tide pattern

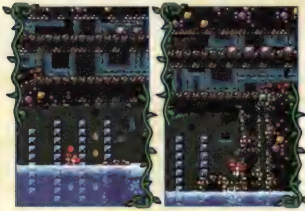
to move through the cave and collect the remainder of the red coins and the fourth flower. The first red coins are against the left wall, below the pipe.

The coin at the bottom of this vertical shaft is red. You must wait for the water to drop before you can Ground Pound through the soil and pick up the coin.

When the water rises and deposits you on this ledge, fire eggs through the opening of the ceiling to collect three red coins.



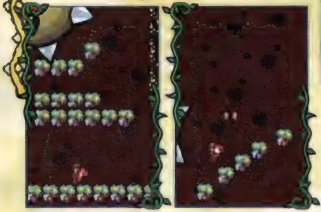
Drop back into the water to the right and ride the tide down to collect two red coins along the bottom of the cave. Watch out for the rotating arm that protects the rightmost red coin.



Bob with the tide up and down these columns of coins. There is a red coin in each of the rightmost columns. Plus, when the tide is low, you can Ground Pound into a flower protected by soil.

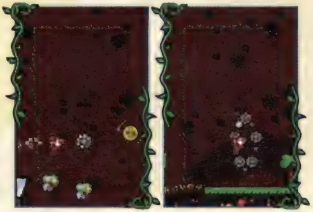
Watch out for this cascade of Tap-Taps when you surface from the water and make your escape to the right.

Super Big Tap-Tap



Step into the Middle Ring to save your progress and then walk through the one-way gate. This triggers the appearance of a Super Big Tap-Tap. Run across the crystals over the lava to keep ahead of the Super Big Tap-Tap as it thunders through the cave, smashing everything in its path.

The crystal ledges peak and then steadily drop off. When you spot this area, pick up the pace and then jump out at the big gap between crystals. Flutter-Jump through a flower and Baby Mario's character coin before falling to the grassy ledge with the goal.



World 3-8: Castle of Priscilla the Peckish

Priscilla the Peckish is a ravenous insect that can't wait to get her fill of Yoshi, but she can wait until her meal is properly tenderized by a castle full of spikes. Use Baby Wario and Baby DK to navigate Priscilla's castle, keeping her minions at bay before diving into the belly of the beast… but not the literal belly.

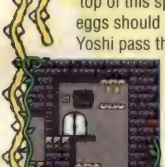
Castle Crasher

After grabbing Baby Mario's character coin in World 3-7, you must switch to Baby Wario at the Stork Stop just inside the castle door.

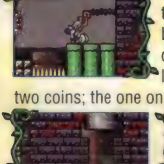
Use Baby Wario's magnet to pull down the metal platform to the right of the Stork Stop (watch out for the spikes in the floor), and launch the greedy baby into the coin hoard along the ceiling.

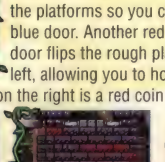
This collection contains three red coins, but the ridged platforms below the right half of the hoard make them hard to collect without expert Flutter-Jumping. Wario's magnet helps, but with the steady supply of eggs on the floor, just throwing eggs at the coins in the corner might be simpler. Look for a flower to the right, just behind the spinning fire trap. Throw an egg between the two ridged platforms to collect the flower.

Throw eggs at the pulley on top of this spiked weight. Three eggs should be enough to let Yoshi pass through unscathed.



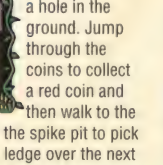
A red block rotates the rough platforms to the right so the flat sides face up. Hit the block to flip the platforms so you can jump up to the blue door. Another red block over the door flips the rough platforms to the left, allowing you to hop up and grab two coins; the one on the right is a red coin.

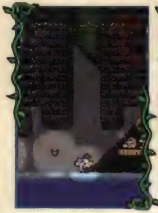




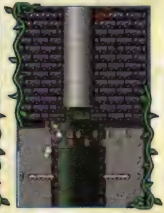
When you walk out the door, head right. Four coins arc over a hole in the ground. Jump through the coins to collect a red coin and then walk to the right. Jump through the four coins over the spike pit to pick up another red coin. Flutter down to the ledge over the next batch of spikes to nab a flower.

Walk to the far right of this area to locate a Middle Ring next to three horizontal pipes. Don't worry about these pipes just yet. Save your progress, head back to the left, and jump into the hole in the ground to dive deeper into the castle.





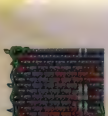
At the bottom of the hole, you splash down in the water. Swim to the right and switch to Baby DK at the Stork Stop. Head left to locate the Baby DK character coin on top of two platforms hanging above the water. Brave the waters to the left, bopping enemies with eggs to keep them at bay, and pass through the blue door to head back up to the floor above you.



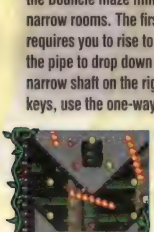
Use the Stork Stop to the right to switch back to Baby Wario. Pull the metal platform down and jump onto it. Use the red blocks between the rough platforms to flip them, then hop over to collect the coins in the air. The magnet should draw them in, including the two red coins directly beneath the red blocks. Watch out for the water gushing from ceiling pipes. It will knock you to the ground if you're caught in the deluge.

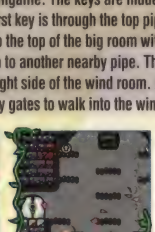
Now, return to the three pipes in the wall. Walk through the central pipe to switch to Baby Peach at a Stork Stop if you would rather use the winds in the next chamber instead of an arrow stone to scale the room. You can continue to use Baby Wario, but your ascent will be slower.

Minigames

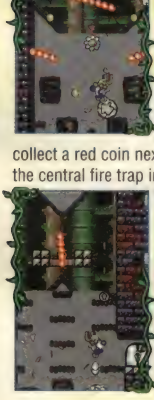


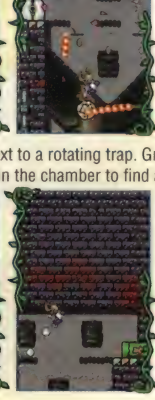
If you are playing minigames, you need to collect two keys that flank the next chamber. The locked door on the right leads to the speed-eater minigame. The door on the left leads to the Bouncie maze minigame. The keys are hidden in crates high in narrow rooms. The first key is through the top pipe. The second key requires you to rise to the top of the big room with the wind and use the pipe to drop down to another nearby pipe. That pipe leads to the narrow shaft on the right side of the wind room. After collecting the keys, use the one-way gates to walk into the wind room.





Whether you use the wind or the arrow stone, rise up the center of the room to collect a flower between two rotating fire traps. Float up the left side to collect a red coin next to a rotating trap. Grab the coins above the central fire trap in the chamber to find another red coin.



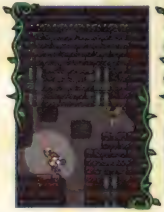


Now, cross to the right and use the bouncers to scale the rest of the room. The top coin in the line is a red coin. The bouncer in the center vaults you to the top of the room.

There is a Middle Ring to the left and a pipe to the right.

The pipe leads to the next section of the castle. To collect a red coin, you must drop from the ledge with the pipe you just emerged from and dash into another pipe to the left. You end up in the narrow chamber to the right of the wind room. A red coin awaits over the crate at the very top of the room, accessible via the bouncer on the floor. After collecting the coin, use the one-way gate and climb back up to the pipe at the top of the wind room.

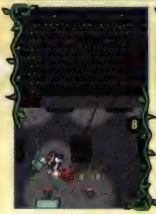
Wario Where?



After passing through the pipe, go right and use the Stork Stop to switch to Baby Wario or Baby DK. (DK's exploding eggs are almost as handy as Wario's magnet.) Now, drop into the water and swim left to pick up a red coin over a small platform. Watch out for Gooey Goons hanging from the ceiling. Jump out of the water and swallow them to replenish any spent eggs.

Bob through the water to the right, collecting the coins surrounding the torches. There is a red coin in the group of coins to the left of the ledges beneath a metal platform. If you have Baby Wario, use the metal platform to jump up to a coin hoard—but there are no red coins in the sea of change.

TIP **Swallow torches on the walls so Yoshi breathes fire!**



Keep moving right. Blocks rise out of the water beneath the coin trios. The second block pops up under the coin trio with the red coin. To the right, look for a narrow passage in the ceiling that leads up to a flower. Throw an egg up the hole to collect the flower and then keep swimming to the right.

You can find a red coin and a hidden Winged Cloud in this corner of the water, but beware of the Lunge Fish waiting for you to get close enough to bite. The red coin is to the left. The Winged Cloud is between the four coins—it contains a 1-Up. After collecting the goodies, backtrack to the blue door and step through it.

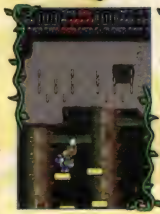
Use the Middle Ring before jumping across the spikes to the Stork Stop. Switch to Baby DK—his exploding eggs are useful in this area, too.

Jump across the yellow revolving platforms and flutter over to a series of rotating platforms: yellow, pink, and green.

Jump up these platforms, collecting the red coin directly over the center of the pink set. Hop on the green platforms and jump straight up to pick up a red coin on a ledge close to the room's ceiling.

Ride the green platforms to the right. When you close in on the ledge covered with spiked balls, use Baby DK's exploding eggs to clear some room. Two hidden Winged Clouds lurk among the spiked balls (stars and a 1-Up). Use the egg block to replenish eggs and be sure to collect the flower to the left.

Ride the pink platforms to the right until you reach a platform in the sea of spikes. Jump to it. The topmost coin is a red one.



Duck beneath the spiked balls on the ceiling as you use the next series of platforms to pass to the right. Three more revolving platforms lead right to a Middle Ring. Be sure to pick up the red coin above the orange set of platforms and then step into the red door to confront the boss of the castle: Priscilla the Peckish.

CAUTION

These rotating platforms aren't entirely above the spikes. If you don't keep jumping, you'll slide right into the spikes.

Priscilla the Peckish

Priscilla the Peckish is a hungry bug lurking at the bottom of a sand trap. After Kamek sprinkles his magic dust on her, she grows into a chomping monster, eager to taste a dinosaur. To lure Priscilla out of the sand, you must flutter across the two platforms at the top of the chamber. Hover in the air just long enough, and Priscilla cannot help but leap into the air in hopes of taking a bite. When she's at the top of her jump, turn around and hit her with an egg. It takes three hits before she's defeated.

TIP If you run out of eggs, just swallow the Shy Guys that pop out of the pipes or slurp Priscilla's projectiles.

Commentary

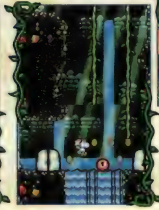
Priscilla the Peckish isn't the hardest boss in the game, but I thought it was tricky to make her expose her weak spot. When she's at the bottom of the sand trap, don't even bother to shoot an egg at her. Trust me, I tried and kept falling into the sand, finishing the fight with fewer than 30 stars. Only when I patiently coaxed her out of the sand trap was I able to defeat Priscilla and wrap this stage up with the full 30 stars and 100 points.

World 3-Extra

Yoshi and the babies must delve beneath the surface to solve a number ball puzzle—a tricky series of switches that must be unlocked by matching specific balls to switches to unlock the goal. Fortunately, you do not have to place the balls in numerical order, and you can carry more than one at a time.

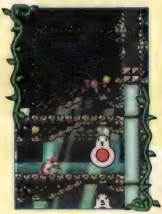
Number Balls

When the stage begins, you must head down a pipe to enter the sparkling underworld caverns.



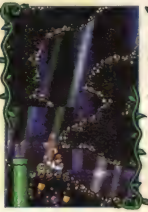
After touching down inside the cave, enter the first blue door to the left. Inside

this side chamber, collect all of the coins to uncover two red ones, and pick up the number ball labeled 1. Exit through the door to the right, beneath the vines.



This leads to a central chamber where all the number switches await their like-colored, like-numbered balls. Throw the 1 ball into the appropriate switch and then back out the way you came, all the way to the big cavern.

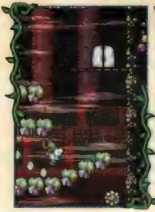
Run to the left, vaulting over the M Blocks to access a Middle Ring.



Next, drop down the cave below the M Blocks, picking up coins as you head for the lowest passage. Watch out for Piranha Plants and a pipe that spits out Lantern Ghosts. Replenish your egg supply with the Lantern Ghosts and then head right. Hit the Winged Cloud over the stair markings to create steps leading up to the flower in the tiny alcove. Bounce an egg up to get the flower and then pick the key off the ledge to the left.

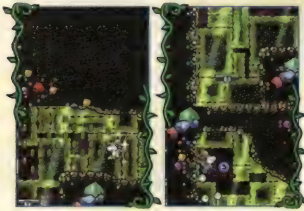
Head back up to the Stork Stop next to the M Blocks and switch to Baby Wario. Drop down and enter the pipe

with the Lantern Ghosts to reset the stairs that lead to the key. Pop back out of the pipe and go right, entering the locked door.



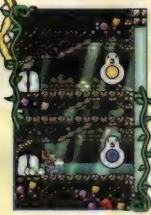
Use Baby Wario's magnet to attract all the coins in the chamber, including three red coins along the crystal ledges. There is a flower on the post next to the chamber's right wall, but watch out for the Gargantua Blargg that rises out of the lava-filled floor. Climb to the top of the chamber and exit through the blue door.

When you step out, use Baby Wario's magnet to pull the metal crate with the bouncer beneath the flower. Vault up to the flower and then exit through the door to the left.

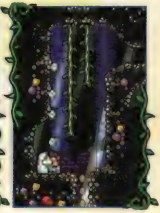


This next room is full of coins—including two red ones. The first red coin is along the ceiling in the first coin hoard. The next is along the right wall as you drop around the bend that leads to the 5 ball. Pick up the 5 ball and exit the way you came in, returning to the crystal chamber with the Gargantua Blargg.

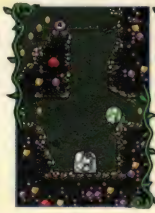
After dropping to the blue door in the bottom of the crystal room, exit out to the main cave and then slip into the pipe with the Lantern Ghosts to the left. Avoid the Lantern Ghosts and use the blue door at the bottom of the pipe.

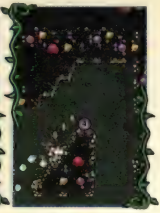


Fire the 5 ball into the blue switch and then return to the main cave.



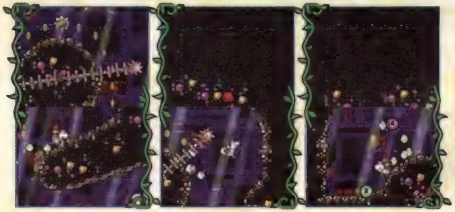
Head back up to the Stork Stop and switch to Baby DK. Blast the cracked rock to the left with an egg and then drop down the vines to a door on a narrow ledge along the left wall. The door leads to the chamber containing the 4 ball. Watch out for the Ptooie Piranha Plant that hovers near the door.





After blasting the Ptooie Piranha Plant, throw an egg at the Piranha Plant above it. There are two red coins in the alcove with the red Piranha Plant. After scooping them up, head left and use the swinging rope to jump up to the purple 4 ball. Drop back down to the door you just used and then fall through the narrow crevice to pick up two more red coins. Flutter-Jump to avoid the Piranha Plant snapping its jaws beneath the crevice and coins.

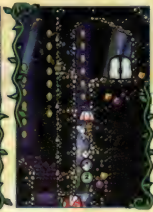
Return to the Stork Stop and switch to Baby Mario. Climb up the M Blocks and walk over to the loose soil in the middle of the floor where you first dropped into the cave. Ground Pound down to the Middle Ring. After touching the Middle Ring, Ground Pound again to reach another soil plug next to an M Block. Blast through the soil with an egg and bop the M Block to shake loose a bouncer. Use the bouncer to reach a blue door on a ledge at the top of this narrow chamber.



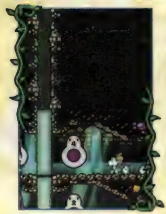
You're now in the room with the 2 ball. Head up the incline in the center of the room, ducking the spiked ball trap that slowly rotates. A flower sits atop the spiked trap; you must Flutter-Jump away from the flower to avoid the rotating arm. After grabbing the flower, head down the slope to pick up the 2 ball. Exit this room.

Drop all the way down to the bottom of the main cave and run right. Use the Stork Stop to switch to Baby Peach.

Collect the coins in the tiny alcove to the right of the wind-making flowers. It holds a single red coin.

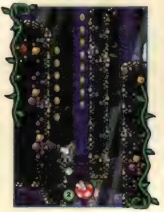


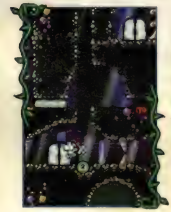
Hit the red block between the flowers to activate the bloom on the right. Ride the wind straight up the narrow passage above it to collect a line of coins (including a red one at the top), then use the blue door to the right.



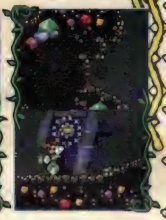
You're now standing in front of the 4 switch. Pitch the 4 ball into the switch and retreat to the door you just came through.

Drop back down and hit the red block to switch on the left wind-generating flower. Ride that gust straight up to the top floor of the main cave.





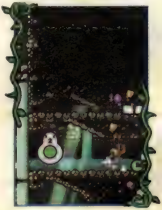
Switch to Baby DK at the Stork Stop and Ground Pound the loose soil to the right. Smash all the way to the bottom of the cave and then use the nearby blue door to access the chamber with the 3 ball.



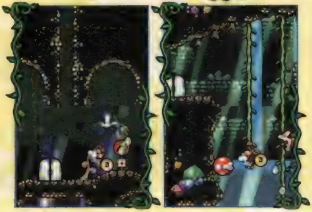
Jump up to the top level of this room. Look at the arrows on the wall—they point at very specific cracked rocks. You must shatter only those rocks to reveal the flower at the bottom of the chamber. Pick up the 3 ball to the left of the rocks and then drop back down to collect the newly revealed flower, hidden inside this Winged Cloud. Exit the chamber via the door to the left.

Finish the Puzzle

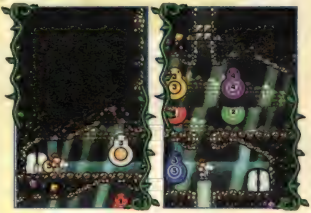
Walk through the one-way gate to the right and switch back to Baby Peach. Ride the wind from the left petals back up to the top of the main cave. Switch to Baby Wario and Ground Pound the loose soil to the same level of the metal crate on the right. Use Baby Wario's magnet to pull the crate away from the wall. When the crate is far enough away that you can slip beneath it, head for the blue door.



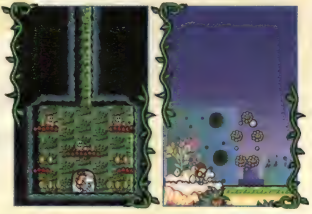
Throw the 2 ball into the green switch and then exit the room. Push the metal crate back out of the way and Ground Pound down to the bottom floor.



Switch back to Baby Peach, fly up to the top level, and use the Stork Stop to change to Baby DK. Walk through the door to the left of the Stork Stop. Climb the vines above the door to reach another door on a ledge to the left. Step through the door.



Throw the 3 ball into the nearby yellow switch. The rocks in the center of the room fall away, revealing a new passage beneath the numbered switches. Head into the new passage and use the door.

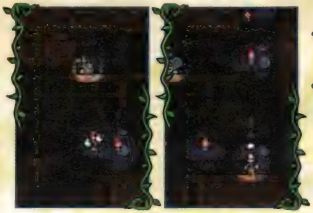


The door opens up to a Lantern Ghost pipe. Collect the last two red coins by picking up all coins in this small pipe and then jump through the opening onto the roof. Congratulations—you're at the goal!

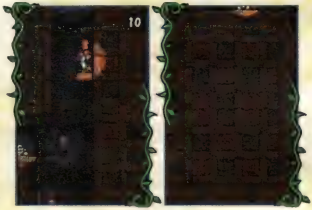
World 3-Secret

The dank, dark dungeon is illuminated almost purely by torchlight. Yoshi and the babies must use what little light they have to discover two keys (hidden in vases) that unlock the doors out of the dungeon. Once they're outside, breathing brisk mountain air, they must survive an extreme ski run over a series of crevices and chasms.

Dark Chambers



There's little time to feel your way through the dark—there are red coins, flowers, and keys to collect. Head to the right and hop up the stairs, grabbing the two coins to the left of the chain hanging from the ceiling. (The left one is a red coin.) Stand beneath the red arrow on the wall and fire an egg straight up to bring down a bouncer. Vault up the narrow shaft on the bouncer, landing on the ledge on the right side.



Shoot another egg straight up to drop a second bouncer. Jump up on the roof of the stage and collect the two lines of coins. There is a red coin at the end of each line of coins on the opposite sides of the shaft. When you drop back down the shaft, jump into the Middle Ring. Be careful of the Lantern Ghost guarding it.

Return to the bottom of the narrow shaft, then walk to the left. Use the stairs and walk left, swallowing up Shy Guys to refill your eggs. Hop up to grab the coins beneath the spikes—the middle one is a red coin—but don't jump too high or you'll hit the spikes. Now, pass through the blue door.

When you enter the next room, make note of the spikes along the floor. Don't fall off the arrow stone to the right, which you use to collect coins, or you'll perish. Swallow the stone, then spit it out to the left of the door. Ride the stone straight up, but jump off on the ledge before impact with the spikes on the ceiling.

Now, walk right, licking up bad guys and ducking under spikes. Pass through the one-way gate to touch another Middle Ring. Jump up on the ledge above the Middle Ring and leap to the next arrow stone twirling above you.

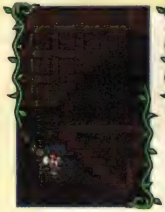
Ride the stone over the spikes on the floor. The second set of coins above you conceals a red coin. Keep heading to the right, floating out into a mercifully larger chamber. In the center of it, a hidden Winged Cloud contains a flower.

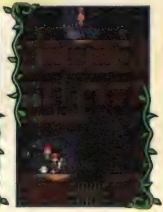
Flutter-Jump so the stone spins back around and points to the left; pass under the spikes and orient the stone so you fly up another narrow shaft. Torches on the wall illuminate the lines of coins in the narrow passage—none are red coins.

At the top of the passage, point the stone to the right and sail across the roomy chamber, bypassing a giant block of spikes. Jump off the stone when you spot a vase on a ledge. Push the vase to the floor (to the right, not onto the spikes to the left) to reveal the first key.

Drop down the skinny shaft to the right; it's lined with coins, but none of them are red. Once you hit the bottom, slurp up a torch and breathe fire on the little nasties in the passage. Jump up and swallow the arrow stone at the end of the passage; spit it out below you so you can float back across the spikes to the left.

Next, ride the arrow stone straight up the closest vertical shaft. Jump off the stone at the top and walk across the ledge to the right to collect two red coins and a flower. Once you have the treasure, use the stone to drop back down the shaft and exit through the blue door you used to enter this dangerous area.





You're back in the first room of the dungeon. Run to the right, descend the stairs, and continue across the central platform. Head down the stairs to the right and jump across two spike pits to find a trio of coins (the left one is a red coin) and another blue door. Use the blue door to enter a side chamber with a flower.

The only way to make the flower appear at the top of the room is to eliminate all of the Piranha Plants in the alcoves on each wall. Two blue stones slide up and down, sometimes blocking the alcoves. You can use eggs to defeat the Piranha Plants, or you can swallow a torch on the wall and breathe fire on the snappers.

When all four plants are dust, pick the flower from the top of the room and exit the way you came in.

Next, use the stairs above the set of stairs that led down to the Piranha Plant chamber to discover a blue door. Enter it.

Jump up to the Stork Stop to the door's left. Grab the three coins to the right (two red coins), then follow the winding passage down to the floor of the dungeon. Watch out for Lantern Ghosts and Tap-Taps hiding in the darkness.

TIP **Use an egg to knock one Tap-Tap into another to eliminate them.**

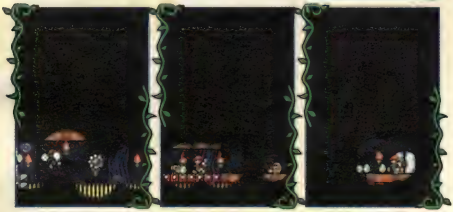
Jump into the passage in the right wall and follow it to another Middle Ring. Next, hop up the itty-bitty ledges in the vertical passage to the right.

When you reach the top of the passage, jump on the platform above the Piranha Plants and slowly walk to the right. Hiding in the darkness,

lightning fast Fleepers wait to jump on Yoshi. Swallow them before they can strike. Once the platform is clear, jump up and grab the two red coins amid the batches of coins in the air.

When you creep into the darkness to the right, look out for more Fleepers lurking on the spikes. Swallow them and spit them right back out, nailing the other nearby Fleepers before they spring into the air. Stand on the two blocks in the middle of the spikes and shoot an egg straight up to strike a red coin in the darkness.

Walk down the stairs to the right of the spikes and double back underneath them to find another vase. Push it off its ledge to recover the second key.



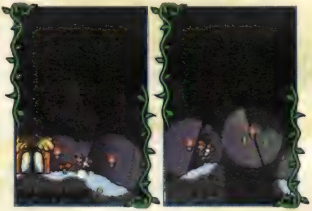
Step through the one-way gates to the right and Flutter-Jump over the spikes to pick up another flower. Keep heading right, slipping through the gates until you reach a sea of spikes and a lone red switch. This switch activates a series of transparent bricks on top of the spikes—but they don't last forever.

Use Baby Mario's Dash to spring across the bricks before they disappear. Walk up the nearby stairs to find a blue door. This leads back to the main room.

Use the first key on the locked door on the right side of the main room.

Walk through the Middle Ring in the next chamber and use the bouncer to vault up the vertical passage. (Make sure you shoot down the spiked balls first.) At the top of the chamber, use the second key on another locked door. The door leads outside to a snowy peak, where Yoshi trades in his flashlight for a set of skis.

Ski Run

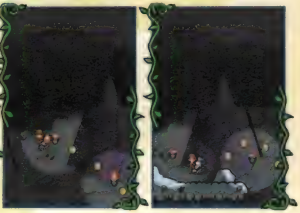


After stepping outside, use the Middle Ring and slip inside the nearby hut to equip Yoshi with skis. Now, start your descent, jumping over crevices and picking up coins. Six red coins and one flower dot this slope. The first red coin is over the third crevice, so just concentrate on avoiding cracks in the beginning of your run down the mountain.

CAUTION

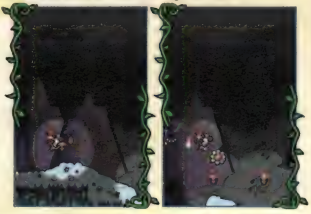
Watch out for those rocks or you'll tumble. It's hard to recover with so many crevices on the slope. More than likely, you'll roll into a snowball and plummet down a chasm.

Jump on this block in the third crevice to pick up a red coin.



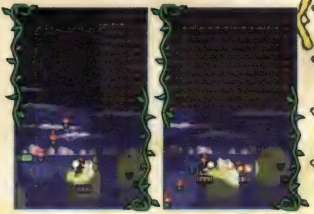
The next red coin is the highest coin in the arc that stretches across the widest crevice you've jumped thus far. The one after that is over the following crevice.

Hit this hump to pick up a red coin, then get ready to make a short hop to a small platform in the middle of the next crevice. Each side of the platform has a red coin on it, plus there's a flower directly overhead.

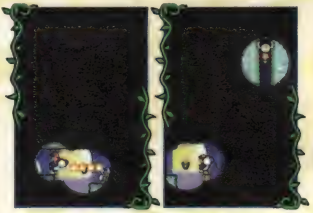


That completes the red coin and flower collection on the slope, so jump over the last crevice and ski right down to the base of the mountain.

Dark Skies



After jumping through the Middle Ring, leap out to the sliding platforms in the sky. Night has settled, so light your way by swallowing torches and breathing fire to light new ones. Navigate the platforms to reach a dark passage carved in stone.



Keep breathing fire on the torches to ignite them, but then lick them up so you can keep burning through Crabbles in the passage. Jump across these tiny platforms to pick up the last red coin in this stage, then walk right to find the goal.

WORLD 4

Bowser Drops In

Falling stones, mine carts, and ski trips? Chasing down Kamek takes Yoshi and the babies to the ends of the island, putting the party in perilous situations that only a deft pair of feet and a well-thrown egg can solve. But in a strange turn of fate, Baby Mario's future nemesis, Baby Bowser, agrees to join the group and help save the rest of the tots. Perhaps one day these old rivals will look back on their childhood together and laugh?

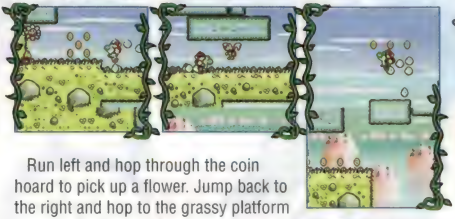
World 4-1: Rock 'n' Fall

Watch your step in this stage; many of the rocks beneath Yoshi's feet are unstable and ready to fall the moment the dinosaur's little feet touch down. Worse, some of the stones fall on top of each other, and unless Yoshi is fleet of foot, he risks getting pinched between a rock and a hard place.

Cascading Stones

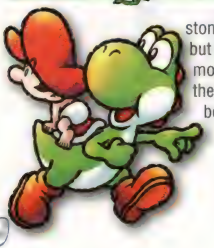
TIP **A subtle hint reveals which stones will fall beneath your feet and which are as sturdy as Yoshi's back. Unstable stones are plainer—they don't have embedded decorative gems. So, as you run to the right and vault headlong into the line of stones, look for visual cues to see where it's safe to land.**

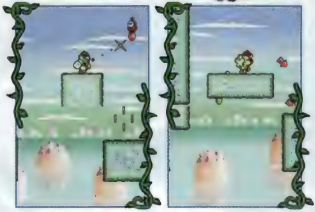
The first red coins are over the second falling stone, to the left of the egg block. Jump into the coins and keep moving so you don't slide off-screen. Jump over the next three falling stones and drop into the empty space between the rocks.



Run left and hop through the coin hoard to pick up a flower. Jump back to the right and hop to the grassy platform beneath the long, stable stones. Scale the stones, then backtrack left to pick up another red coin on top of a falling stone.

Hop across the stones, heading right. Para-Koopas line the skies as you run past four regular coins on an unstable stone. Swallow one of the Koopas, but hold on to its shell in Yoshi's mouth. Spit the shell out above the flower in the next crevice. The bouncing shell picks up a flower.



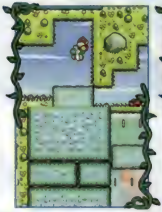


With an egg, shoot the Fly Guy carrying the red coin, then jump along the stones to the right. Leap across the falling stones until you spot an unstable one over a curved line of coins. Ride the stone down, picking up the coins. Hop into the small space to the left with another batch of coins. There is a red coin in here, but the stone below the coins starts to drop. Flutter-Jump to terra firma to the right.

Jump across the next four falling stones. Hop up the stable stones sticking out of the grassy mountain, then turn back to the left. There is a hidden Winged Cloud full of stars along these stones.

Fire off an egg at the breakable brown stone to the left. This blue rock above starts to drop. Jump through the air, fluttering over to the stable stone covered with coins. There are two red coins in the hoard. Backtrack to the grassy ledge and walk right to enter the next area.

Flowers and Flat Guys



After walking through the Middle Ring, Ground Pound the unstable stone to the right. Slip through the newly created opening to the right, then ride the next set of stones down the screen. The coins in the first line are all regular, but below them are two red coins. One is over the small, square rock.

After stepping on the rock with the red coin, ride it down, then jump to the right, into the small alcove, to pick up the next red coin. Ride this stone until you spot a grassy ledge to the right. Jump over to it to enter the next screen.

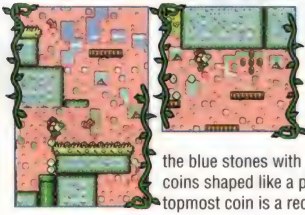
Character Coin

Jump across the falling stones to the Stork Stop. Change to Baby Peach, then Flutter-Jump back to the left. Use the wind to rush up to a stone with two coins. Grab both of them (the left one is a red coin) as the stone falls, revealing Baby Peach's coin. Jump in the alcove to grab it, then return to the Stork Stop.

Change to Baby DK. Drop down the ledges to the right so you get beneath the flower under the Stork Stop. Throw one of DK's exploding eggs straight up. The blast radius is wide enough to pick up the flower. Drop down the pipe below the flower.

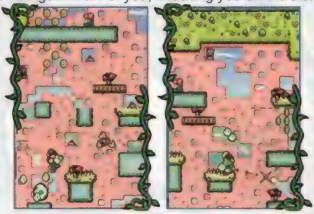
Ground Pound the large blue stone below the pipe. Ride the stone down, collecting the coins to the left. Blast the Piranha Plant with an egg, then step into the alcove behind it to pick up another flower.

Pop the Winged Cloud beneath the blue stones to reveal a switch. Stomp the switch, then clear out. The stones fall, creating stairs. Hop up the stones after they settle, then run to the left to scoop up a bunch of coins, including a red coin. Jump up the pipe to return to the previous area.



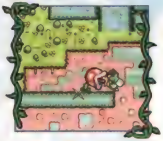
Jump across the ledges along the pink wall, avoiding Wall Lakitus and Fat Guys. Hop up to the ledge beneath the blue stones with a formation of coins shaped like a plus sign. The topmost coin is a red one.

After collecting the coins, jump across the unstable stones to the right. Look out for Para-Koopas—they try to flap their wings in front of you, knocking you off the stones.



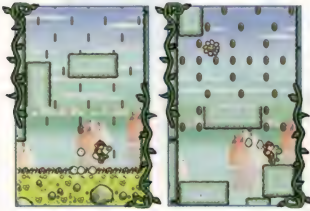
Pesky Wall Lakitus make hopping up the stones to the right difficult. From the stable grassy rocks, throw eggs to clear out Lakitus, and gobble their projectiles to replenish your supply. Use DK's exploding eggs to nail the two coin collections and pick up two more red coins.

Jump to the rock holding the Piranha Plant. Pop the plant with an egg, then collect the red coin behind it before jumping through the Middle Ring to the right.



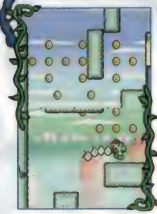
Tricky, Tricky!

The goal is at the top of this coin-rich canyon. However, when you step into the area, stones descend from the sky. The key to collecting the five red coins and one flower in this canyon is to time your jumps as you hop from stone to stone. Don't get locked into a corner by a tall stone or squished by two falling stones that slam into place on top of each other.



The first red coin is along the canyon's grassy floor; snatch it. Jump on top of the tall stone that falls left, then flutter across to the right side to scoop up a red coin along the canyon wall.

Before moving, target the flower with an egg so you don't have to deal with trying to jump into it. Fire an egg at the coins against the left wall below the flower to nail another red coin. If you hesitate, a stone will block the red coin in a few seconds.



Jump across the canyon to the left and slip beneath the stones cascading from above. There is another red coin to the right where the flower was. Stay on the right side of the canyon here—don't run back to the left or you'll be trapped by a stone too tall to jump over.

The last red coin is at the top of the canyon on the left. Jump up the falling stones and head left when that side of the canyon fills with stones. Grab the red coin, then get in the canyon's center as a series of stones drop to the right. After you see a long, horizontal stone click into place, jump on the left side of it and wait for a fatter, rectangular stone to fall on top of the right side. Jump on top of this stone, then walk to the right before the last stone drops on top of you. The goal is directly to the right.

World 4-2: High-Speed Car Race!

Sometimes, life on Yoshi's Island is like a roller coaster. And sometimes, it *is* a roller coaster. Use the mine carts to race through the mountain pass, collecting coins at full speed. Just keep an eye on the road in front of you, though, because nobody puts up a sign warning you when the track is out. And it's out in several places.

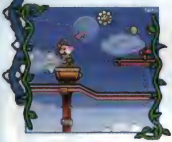
Goin' Down

As soon as you hop in the mine cart, it races across the track, plowing through Tap-Taps as effortlessly as a hot knife through butter. Jump up beneath the two high coins to snag the first red coin in the stage and then race down the decline until the cart slides beneath another section of track.

Jump out of the cart so you land on the higher section of track. The cart slides off the lower track. Drop down to the lower track on foot and walk to the right to pick up another red coin. Jump back up to the high track and walk right to find another mine cart.

This cart perches at the top of a lengthy stretch of downhill track. Step into the cart and ride it down the first slope, jumping up to grab a red coin. Quickly jump again to grab the key from the balloon that floats over the track. The cart slides from underneath you, but just hop in the cart on the small section of track to the right of the key.

Ride the cart to the bottom of the track, jumping up to grab the two pairs of coins right after the slight gap. Each pair contains one red coin.



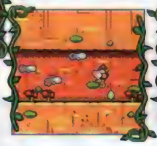
Jump from the cart again to retrieve the flower over the higher section of track. Walk to the cave to the right and drop down the pipe.

TIP **If you have Baby Mario, bop the M Blocks to unlock extra stars and coins.**

The pipe drops you right into another mine cart. Jump across the gap in the cave floor to pick up another flower and ride the cart until it stops at a hard wall.

Jump up the ledges, picking up the pairs of coins to discover another red coin. Jump in the cart at the top of the ledges, but immediately leap back out as it goes over a small ramp. Flutter-Jump through the arc of coins to reach the minigame hut (use the key to open the locked door and play the speed eater minigame) and a red coin.

Drop down to the mine cart at the bottom of the cave and ride it to the right, smashing a bunch of enemies. Grab the red coin in this small room and jump against the right wall to spot a hidden Winged Cloud full of stars.



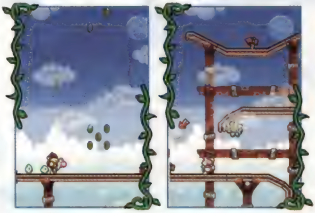
Exit the cave to the left, stepping through a Middle Ring just before leaving. Back outside, another mine cart sits idle. Hop in the cart and jump along the first arc of coins to collect a red coin.

Ride the cart down the slope and jump through the arc of coins at the bottom to recover another red coin. The cart heads up a slight incline before sliding beneath a complex network of scaffolding.

Jump off the cart to find the Winged Cloud hidden on this ledge—it's full of stars. Now, walk to the left and collect the five coins near the edge of the track to get another red coin. Do not drop down to get the flower below you right now.

Use eggs to clear the mountainside as you scale the scaffolding. A Ptooie Piranha Plant at the very top guards a flower and red coin.

Jump in the mine cart on the track at the summit. Ride it down, leaping through the air to pick up a red coin at the apex of the coin arc and another red coin at the very end of the arc. When the cart lands on the lower section of track, jump out.



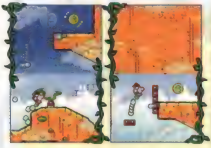
Walk back to the right, collecting the red coin in the center of the five-coin hoard below the jump. Keep heading right to pick up the flower. Now, return to the edge of the track where the cart dropped off. Jump up and collect the red coin at the edge of the ledge above you. Use the pipe to the left.

Goin' Farther Down

The pipe drops you off in front of another mine cart. Jump in the cart and let it roll to the top of a large jump. When the cart starts racing down, get ready to jump. As soon as the cart flies off the end of the jump, leap into the air and Flutter-Jump to the right.

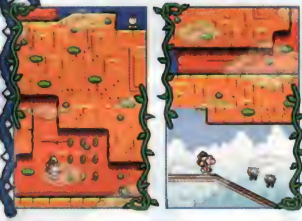
If you time the jump correctly, you touch down next to a Stork Stop. Switch to Baby DK and hop into the cave system to the right. Use Baby DK's Dash Attack to cross the one-way gates in the floor. Stand right at the edge of the gate and initiate the move to make sure Baby DK dashes all the way across the gate.

Character Coin



Baby DK's coin is at the top of the cave. Use the red switch to activate the transparent blocks. These appear only temporarily, so as soon as you hit the switch, start jumping up the blocks. A stack of red bricks blocks the way to the coin, so you must either time your jump off the platform in front of them so that you're fluttering through the air when they disappear or bounce off an enemy to get a little extra "oomph" in Yoshi's jump.

After collecting the character coin, slip through the one-way gates. A hidden Winged Cloud over the loose soil contains five stars. After collecting the stars, Ground Pound the soil to drop right next to a flower.

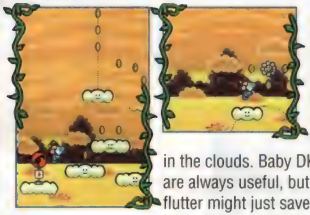


After picking up the flower, drop through another one-way gate. The coin field to the right contains no fewer than four red coins. Jump over the Tap-Taps scurrying across the ground to collect the coins. Finally, step out of the cave to the left and drop to the cart track below. Use the mine cart to the right to ride up to the goal.

World 4-3: In the Clouds

Yoshi's head is in the clouds again. The dinosaur must escort the babies through the heavens, carefully bouncing across a series of smiling clouds. Watch your step when reaching for red coins and other treasure. It's a long way down, and not even Baby Peach's parasol can break that fall.

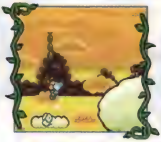
High as a Kite



A Stork Stop near the beginning of the stage lets you choose which baby you want to accompany Yoshi through this walk in the clouds. Baby DK's exploding eggs are always useful, but Baby Peach's extra flutter might just save your bacon while flying these decidedly unfriendly skies.

Hop up the series of smiling clouds to a grinning one positioned along a track. This cloud rises into the sky, putting you within jumping distance of a flower. After grabbing the flower, let the cloud reach the end of its track, but jump off to the right before it runs off the track. Flutter over to a collection of clouds and look up to spot a Fly Guy carrying a red coin. Pop the coin with an egg.

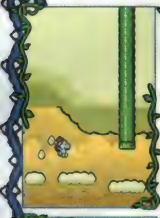
Jump to the clouds next to the puffy ledge to the right. The smiling cloud on the bottom obscures a red coin. Ground Pound the cloud so it dips under Yoshi's weight, picking up the coin. Now, head up to the puffy cloud again and shoot down a Winged Cloud to earn five stars. (Watch out for balloons carrying bombs.)



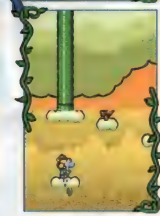
Use the smiling clouds to the right as springboards. When you jump on a cloud and it bounces, jump again at the height of the spring to vault into the air. The topmost smiling cloud has a line of coins above it—the top one is red.

Now, drop down to the right and land on a smiling cloud to the right of a cloud positioned along a track. Drop to the cloud in the lower right corner and Ground Pound it to grab a red coin. Use the cloud's bounce to jump up on the smiling cloud on the track. The cloud dips low before floating to the left, taking you right through a flower. When the cloud rises, jump off to the non-smiling clouds for stable support and head for the puffy cloud with the arrow signs.

Jump to the smiling cloud spinning in a circle. Wait for a cloud to drop from the sky, floating down an S-shaped track. Jump on this cloud, pick up the key, and ride back up to the top. The minigame hut is on a cloud to the left—it contains the flutter challenge minigame.



Use the clouds on the tracks to reach a series of three stable (non-smiling) clouds next to a pipe. Jump into the pipe to enter a chamber with a morph bubble. The morph bubble turns Yoshi into a helicopter. Fly to the top of the room, avoiding the rotating arms with spikes to collect a flower at the very top. None of the coins are red ones. Drop back to the bottom and exit through the pipe.



The smiling cloud below the pipe hides a red coin. Ground Pound the cloud to pick it up.

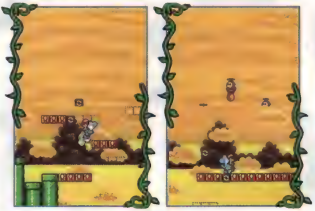
Descend to a smiling cloud on a circular track to the left of the pipe clouds. Pick up the coins along the cloud track and then jump to the cloud to the right. It rushes along a track; snag the red coin at the apex of the track. Now, ride the cloud farther right to reach another coin arc along the track. This set holds another red coin.

Jump on the clouds to the right to reach a vine. Climb the vine to a platform with a red coin. Flutter-Jump to the left to pick up some more coins in the air, including a red coin above a cloud whirling along a circular track. (If you do not have Baby DK, you can collect these coins by heading to the right of the pipe cloud with any other baby and use the small clouds there to jump across.)

Hop along the cloud "stairs" to the right to another smiling cloud on a track. Ride the cloud to the right, and jump at the very top of the track to grab a line of coins, including a red one. After nabbing the coin, drop to the pillars below and walk to the right to enter the next area.

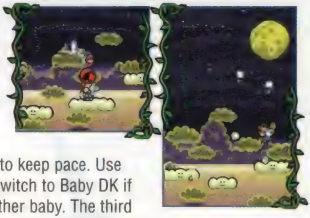
Final Approach

Walk through the Middle Ring and hop across the clouds until you reach a smiling cloud with a few coins. Ground Pound to pick up a red coin, and then use the cloud's bounce to vault through an arc of coins directly above it. Snatch the red coin at the top of the arc.

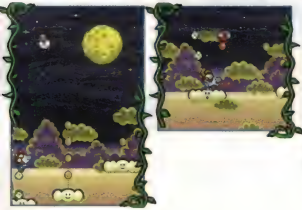


When you reach the pipes, jump to the line of red blocks. This area is full of visible and transparent blocks, all controlled by small red bricks. Jump onto the brick and the blocks switch. Jump to the highest set of blocks, bopping the control bricks with Yoshi's head. Pop the Fly Guy with an egg to claim anther red coin.

Jump beneath the pink post, bouncing Yoshi against the control bricks to create a series of alternating platforms. There is a red coin beneath the control brick to the right of the post. Now, drop to the set of blocks below and collect the red coin beneath the control brick to the left of the egg block. Solidify the blocks to the right and then fire off an egg to grab a flower. Scale the blocks to reach the puffy cloud above the flower to find another Middle Ring. Watch out for the Blow Hard spitting projectiles—it tries to knock you off-balance while you jump between platforms.



After you pass into the night phase of the stage, the screen begins scrolling automatically. You have to bounce across the clouds quickly to keep pace. Use the Stork Stop to switch to Baby DK if you're using any other baby. The third cloud after the Stork Stop contains a red coin.



Keep pace with the screen. When you reach a cloud with a line of rings above it, use the cloud as a springboard to nab the top coin.

Keep moving to the right, shooting a Fly Guy carrying a red coin as the cloud trail now starts heading downward.

Use the last smiling cloud as a springboard to catch a rope swinging through the air. The last flower is to the left of the rope. Swing to the right to pick up Baby DK's character coin and then drop into the goal.

World 4-4: Six-Face Sal's Fort

Six-Face Sal's Fort is under lockdown. The only way to see the boss's disarming smile is to find numbered balls that fit in a series of switches. Collecting these spherical keys is no laughing matter. Sal has his castle rigged with booby-traps to keep encroachers out.

Number Switches

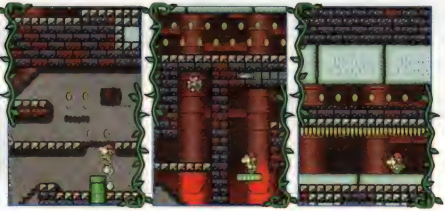
When the stage begins, head right and use the rotating platforms to cross the lava pits. Lava Drops spring into the air. When you reach a numbered ball on the ground (it's labeled 1), step on it to pick it up just like an egg or key. The number ball now trails behind you as you seek out a switch with the same number. Fortunately, the switch is just to the right of the ball—it's a nice introduction to how these mechanics work.

After passing through the gate raised by the number switch, jump across another set of revolving platforms. A spike trap revolves near the platforms, so be nimble as you jump

higher up the platforms; collect two red coins along the room's ceiling.

Afterward, jump across two more sets of revolving platforms until you reach a thick gate. Stand on the obstacle and fire an egg straight up to grab a flower, then hop on the pink platforms to the left. Rotate these platforms to raise the gate and pass into the next area, sectioned-off rooms that contain a set of numbered balls.

Use the Middle Ring next to the collection of three number switches. You must find the numbered balls that fit these switches to raise the stone blocking the door to the right. Start your quest by dropping to the floor below the number switches and running right. Use the Stork Stop to switch to Baby Mario. Not only is the character coin in here linked to Mario, you'll need his speed to pick up the numbered balls.



Jump to the ledge above the pipe to the right of the Stork Stop. Collect the coins in this chamber and then ride the green platform up to a long line of coins.

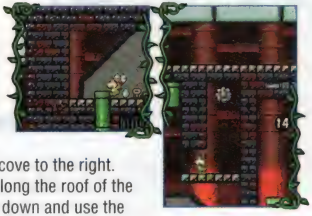
At the end of the line is the 2 ball, plus two red coins. As soon as you grab the 2 ball, the spiked ceiling begins a slow drop. Use Baby Mario's Dash to run back to the left and avoid getting perforated.

Use the one-way gate below the green platform to exit this side area and return to the number switches. Throw the 2 ball into place.

Use the blue door to the right to enter a lava-filled area. The 1 ball is to the right of the door. Two red coins are on the post to the left. After collecting the 1 ball, return to the number switches and throw the ball in place. Only one ball left—too bad it's a doozy to retrieve. Head to the blue door in the area above the pipe, to the left of the door that led to the 1 ball.

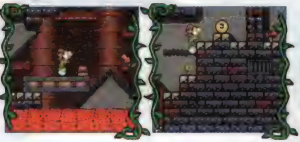
Jump up the pink platforms to two large weights. Lower the weight on the right farther than the one on the left to create two platforms you can scale. Now, head right and jump up to the Stork Stop. Switch to Baby DK temporarily.

Baby DK can climb across the chains hanging from the ceiling. Use the blue door on the other side to reach another Stork Stop. Switch to Baby Mario. Dash to the left, running under the stones to pick up a key. Run back as fast as you can before the stones drop to the floor and crush Yoshi. Switch back to Baby DK, use the door, and climb back across the chains. At the Stork Stop, switch to Baby Mario again.



Walk left and use the pipe in the floor. When you drop out the other side, Flutter-Jump immediately and slip into a small alcove to the right. There is a flower along the roof of the alcove. Now, drop down and use the blue door below the pipe.

This door leads to a Middle Ring. Step through the Middle Ring and use the pink platforms to slide a large weight (just below you) to the right. Then drop to the weight just below, floating past a Winged Cloud. Slip through the opening created by moving the weight. Look for a flower in the small chamber on top of a post sticking out of the lava. The Winged Cloud to the left, over the coin hoard, contains five stars.



Return to the weight and pop the Winged Cloud above to reveal a switch. This switch solidifies the line of transparent blocks to the right. Rush across the blocks, pick up the 3 ball on the ledge, and then use Dash to get back across before the blocks vanish again.

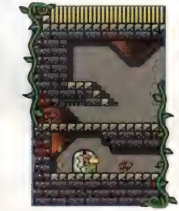
Scale the pink and yellow platforms above the weight to find a ledge with four coins. Jump up to the ledge and then run left to find a flower. After collecting the flower, jump on the ledge above it and use the nearby pipe to drop back into the main chamber with the number switches.

Go ahead and fire the 3 ball into the number switch in the middle of the room, but don't use the door just yet. That leads to the boss encounter and you're not even close to collecting all of the flowers and red coins. Use the key in the locked door to the right.

Change to Baby Mario at the Stork Stop so all of the M Blocks in this room materialize. Jump to the top of the room via the ledges and M Blocks. The Winged Cloud in the upper left corner contains five stars. After beefing up your star power, go through the door to the right.

Jump on the pink platform and let it whisk you through this U-shaped chamber, safely carrying you over the spikes. Pop the Winged Cloud with an egg to reveal the next flower. Grab the flower as the platform starts ascending the other side of the room. Two red coins wait at the top of the platform's track. After collecting the coins, drop into the pipe to the left.

The pipe drops you into a small chamber with two red coins and Baby Mario's character coin. After pocketing the goodies, use the door on the ground floor.



The door leads back out to the main room. Collect the two red coins to the left of the door before running to the right and heading back to the section with the numbered switches. If you haven't placed all of the balls in the switches, do so now and then enter the door to the right.

Collect all of the coins over the lava, watching out for bats that try to push you off the sliding platform. There are four red coins in this small, lava-filled room. Use the door at the end to reach another Stork Stop. Switch to Baby Mario. Use Dash to sprint beneath the crumbling stones. There's a Middle Ring on the other side, as well as the door to the castle boss: Six-Face Sal.

The last two red coins are in the center of this quartet. You cannot reach these coins in time without using Dash.

Six-Face Sal

Six-Face Sal looks so friendly at first—a sextet of smiling pink faces on a large wheel. But as soon as Kamek sprinkles his magic dust on Sal, those cordial smiles give way to menacing smirks. Sal's faces inflate one at a time, spitting Pokeys all over the room. Hit the large face with an egg—it turns red with anger.

These red faces try to deflect your eggs. Swallow Pokeys to replenish your supply. Use the pink revolving platforms at the bottom of the room to rotate Sal's wheel, repositioning the pink faces so you can fire off a successful shot. Eventually, all but one of Sal's faces is red. Rotate the final pink face into view and nail it to finish the fight.

Don't linger on the floor of Sal's chamber. The platforms collapse beneath your feet.

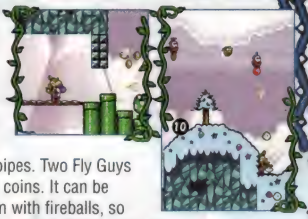
World 4-5: Friend or Foe?

Bowser working side by side with Mario? It's hard to imagine that these forever foes were ever teamed up, but it turns out that when the future nemeses were babies, no such grudges existed. Ah, the innocence of childhood.

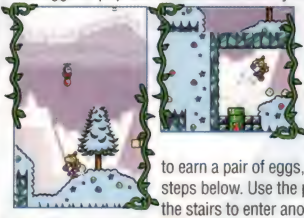
Heating Up

Baby Bowser's unique talent is Fire Breath, which is immediately put to use in this frozen wonderland. Melt the blocks of ice below the first ledge you encounter. Keep breathing fireballs to wilt the Ptooie Piranha Plant below the ledge, then use the pipe to slip into a chilly cavern.

To reveal the flower in this cave, you must eliminate all of the Piranha Plants with Baby Bowser's fireballs. Once the coast is clear, the flower appears next to the one-way gate where you dropped in, next to two red coins (one on each side of the one-way gate).



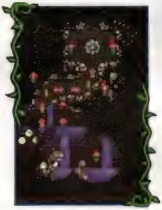
Jump back out of the pipe and climb to the top of the ledge. Blast the Ptooie Piranha Plants to gain access to the forest beyond the pipes. Two Fly Guys overhead carry red coins. It can be difficult to nail them with fireballs, so use eggs to pop the coins before the Fly Guys evacuate.



The egg blocks to the right lead up to a ledge with a Winged Cloud full of stars. After collecting the stars, bop the egg blocks to earn a pair of eggs, then drop down the steps below. Use the pipe at the bottom of the stairs to enter another cave.

The cave is dark, but Baby Bowser's fire lights the torches on the walls. Watch out for Shy Guys on stilts and Blow Hards. You can make short work of them with fireballs.

When you spot arrows pointing up to the cave ceiling, look for a trio of coins to the left. The topmost is a red coin. Now, throw an egg along the path noted by the arrows. The egg ricochets off two walls in a narrow passage, picking up a hidden flower at the very top.

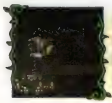


Jump across the rocks over the water to the right to collect two more red coins. There's a Blow Hard hanging from the ceiling spitting Pokeys all over the cave. Single out the Blow Hard with a fireball, collect the red coins, then exit the area to the right.

Step through the Middle Ring in the next section of the cave and vault up to the ceiling via the bouncer to the right. Baby Bowser's fireballs dig through the loose soil just like a Yoshi egg, so breathe fire straight across the room and collect the red coins along the top of the cave.

Ground Pound through the soil to collect a flower along the bottom of the chamber, but be careful not to burrow above the blossom. There is a hole in the ground beneath it, and you'll fall into it unless you Ground Pound on either side of the flower. Collect the red coins on each side of the flower and burn your way through the rest of the soil to the right with more fireballs.

Character Coin



Baby Peach's character coin is to the right of the red coins along the ceiling, but because there's no Stork Stop, you must return to this stage after recovering all of the babies.

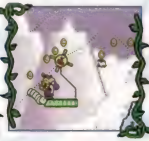
Walk to the right and pick up these two red coins.

Ground Pound this soil plug to pass through a one-way gate and collect another red coin.

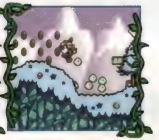
The flower is to the left of the one-way gate. Pass through the gate, collect the flower, and use the bouncer to vault back up to the middle section of the cave.

Break the crate with a Ground Pound to release coins and stars. Exit the cave through the tunnel to the right.

Ski Lift

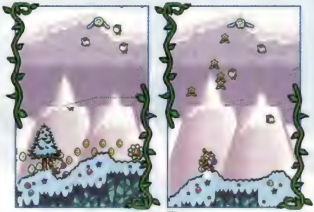


Use Baby Bowser's fireballs to move the green lift along its track. Watch out for the Bumpties that bounce all over the place. One touch of a Bumpty and you'll bounce right off the platform. If you lose points at this stage, you must complete the level and retry it.

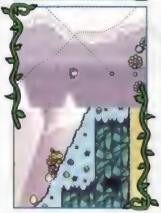


Move the green lift along the track. It runs close to the goal, but don't jump off just yet. Move the lift back to the left. There are two red coins on the rock outcropping below the left

track line. Jump off the lift at the edge of the rock so you can easily hop back after collecting all of the coins.



Keep moving the lift to the snow-covered rock high above the mountain-side. The last flower is in the middle of the rock, flanked by two red coins. Jump off the lift and fire eggs at the two Winged Clouds in the sky. The left cloud contains five stars. The right cloud grants a 1-Up.



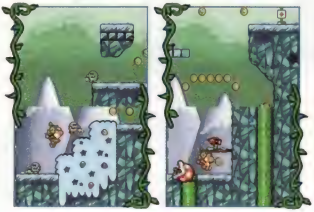
Now, use the lift to head for the goal, picking up the last red coin directly in front of it.

World 4-6: Slip Slidin' Away

Yoshi and the babies must brave the pesky natives of this wintry not-so-wonderland: Bumpties, Cloud Drops, and Ptooie Piranha Plants. These cutie-poo enemies (especially those Bumpties!) are determined to bounce Yoshi right off the icy ledges, sending the heroic dinosaur on a one-way trip to the bottom of the mountain.

Ascend the Summit

When the stage begins, you can use the Stork Stop to switch to Baby Mario and bop a lone M Block to earn

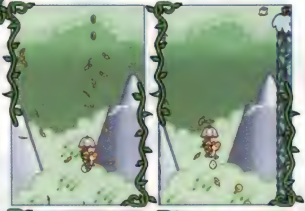


coins, but Baby Bowser's fireballs might be more useful for eliminating enemies like Boo Guys and Piranha Plants as you cross the slippery ice platforms to the right. Don't forget to pick up the first red coin to the right of the pipe in the ground.

Switch to Baby Peach at the Stork Stop near the wind-generating flower. Ride the wind through a line of coins stretching straight up into the sky. The top coin is a red one.

When you drop back down, pick up all of the coins on the ice platforms to the right. There are two red coins in this collection—just be careful not to slip off the ice into the abyss.

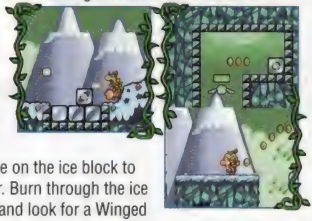
Use the wind blowing out of the chasm to the right to stay aloft. The rightmost coin near the bottom of the crevice is a red coin—but deploy the parasol deftly so as not to drop off the screen and have to start the stage all over. Watch out for Bumpties, too.



Cross the icy ledges to the right, looking out for a Drool Hard from a set of stones. An egg temporarily shuts it

up, allowing you to pick up the red coin right next to it. The Winged Cloud to the right of the Drool Hard creates stairs that appear to block off a flower, but don't worry—you'll approach it from the right in just a moment.

Head up the stairs and jump on the ledge to the left to reveal a Winged Cloud full of coins. Now, cross the newly created stairs to the right and walk down another set. Throw an egg under the second set of stairs to pick up the flower, then walk right to enter the next area.



There's a flower right on the ground, but it's encased in ice. Step into the nearby Stork Stop to switch to Baby Bowser. Breathe fire on the ice block to thaw out the flower. Burn through the ice blocks to the right and look for a Winged Cloud overhead to activate a green platform. Ride the green platform up into a small alcove with another frozen flower. Free the flower with a fireball and then drop back down.

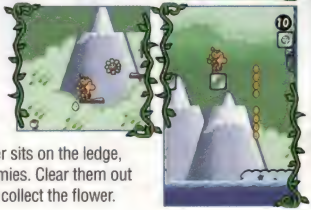
Melt through the next ice blocks so you stand beneath an arrow cloud. There are two red coins and a Winged Cloud in the chamber, but you can't collect anything without throwing an egg at the arrow cloud and properly bouncing it around the room. Throw an egg when the arrow cloud points to the right.

The egg bounces around the small chamber, picking up two red coins in the upper right corner. The egg finally pops the Winged Cloud, which creates a set of stairs to the left.

Now, return to the Stork Stop at the beginning of this area and change babies to Baby DK.

Walk up the stairs with Baby DK. Stand on top of the post—but do not Ground Pound it. Being mindful of the Bumpties, Flutter-Jump to the right and clamber up to the snowy ledge with the two coins (one is red). Now, jump over to the vine and climb up to the platform above. Flutter-Jump back across to the left to find another narrow snowy ledge. It holds a red coin, too. Flutter back to the post, and then jump back to the right ledge so you can access the vine.

Run across the rocks to the right until you spot a series of ropes. Swing across the ropes and DK Dash Attack through the rock to pick up Baby DK's character coin.



Switch back to Baby Bowser. Now run back to the ledge beneath the arrow clouds and cross the ice to the right. A flower sits on the ledge, surrounded by enemies. Clear them out with fireballs and collect the flower.

Make sure you also scarf up the two coin hoards to the right of the flower—each one contains a red coin. Now, go down the pipe below the egg block to the right.

Carefully jump across the ice blocks in this chamber—be mindful of the spitting fish that try to blast you off the blocks with water spray. If you fall off the blocks and splash down in the water, you cannot get back up to claim the flower. Jump through the arc of coins in front of the frozen flower to pick up a red coin. Thaw the flower, then drop down the line of coins to collect another red coin. Jump up into the pipe to enter the next area.

Chains Required

Switch to Baby Mario at the Stork Stop next to the Middle Ring. Now run to the right and pound the first post you see. This both earns you a red coin and frees a Debull, but if you walk close to the left side of the ledge, you can trick it into running right off the edge. Now, bop the M Blocks to the right to sprout a giant sunflower.

Switch to Baby DK. Climb up the giant sunflower. Jump in front of the tree at the top to earn a red coin, then swing along the ropes to the left to find a key.

The key unlocks the minigame hut to the right: Bouncie maze.

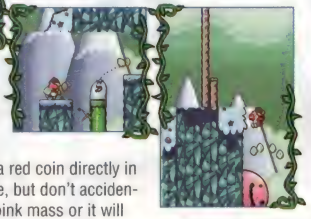
Carefully jump across the icy ledges, collecting all of the coins to get the final three red coins in this stage. Be careful not to slip off these last two ledges, because you cannot recover. After collecting the three red coins, jump into the goal.

World 4-7: Teeth-Chattering Chill Zone

Bouncies and Bumpties try to push Yoshi and the babies off their icy pass. Navigating a skyway full of the bump-happy can be frustrating—but the reward for perseverance is a thrilling ski run down the side of a mountain.

Bouncies

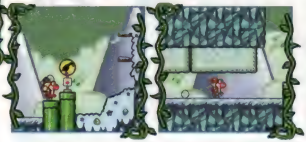
When the stage begins, back up to a pipe on your left. Pop the Winged Cloud above it to find the first flower on the mountain.



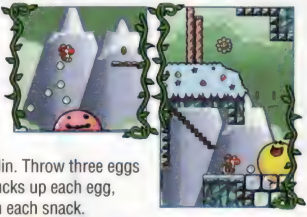
Next, jump to an icy ledge with a Bouncie. (Watch out for the Super Big Nep-enut in the pipe.) There is a red coin directly in front of the Bouncie, but don't accidentally slide into the pink mass or it will bump you right off the ledge. Bounce across the two Bouncies to reach a post on a snow-covered rock. Ground Pound the post to earn another red coin.

Jump over the Bouncie encased in ice to find another pair of Bouncies flanking a crevice. Jump on each Bouncie to grab the red coins above them.

Use this Bouncie to rocket beneath the falling stone under this rock outcropping.



When you reach the Stork Stop, change to Baby Mario. Repeat the same Bouncie maneuver to rocket beneath the falling stones to the right and exit the area.



Use the Bouncie in the ice to vault up to the ledge above you. Refill your eggs at the egg block and then walk right to find a bright yellow Gobblin. Throw three eggs at the Gobblin. It sucks up each egg, growing a little with each snack.

Bounce off the Gobblin to the two ledges above. There is a flower next to the three posts to the left. After grabbing the flower, Flutter-Jump to the right to pick up a red coin directly over a hole in the ground.

After you collect the treasure, run across the icy ledge to the right of the Gobblin, shooting an egg at the balloon carrying a key.

The minigame hut is above the Gobblin to the right of the key.

Baby Mario's character coin is high above this scene. To reach the coin, you must first feed the Gobblin in the pipe three eggs. Once its girth has increased, bounce up to the ledge below the snowdrifts. When you spy a red switch, get ready to make a run for it.

Hit the switch to solidify the transparent blocks and coins. Dash to the left and jump up to the first ledge to claim a red coin. Now, quickly double back to the right, grabbing the red coin on the next ledge. Finally, use Mario's Dash to run across the top line of blocks and leap over to the character coin.

After grabbing the character coin, jump to the tall post to the left. Ground Pound all three posts to earn three red coins.

Return to the Gobblin in the pipe and bounce to the right to move on to the next area. Step into the Middle Ring and then start your perilous trek along a series of icy ledges and moving platforms. Getting through the area is tricky because flying Bouncies and Bumpties can bump you right off any of the ledges with just a single nudge.

TIP **Swallow and spit out Bumpties to get them off the ledges.**

Time a jump off the first pink platform to bounce off a Bouncie and onto the stable stretch of clouds above the chasm. Cross the scene up here to avoid most of the Bumpties.

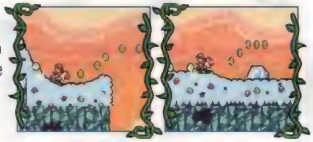
The first yellow platform leads down to an icy ledge with a flower. Throw an egg at the ceiling to get the flower and then jump on the next moving platform to cross another chasm. While riding the platforms, fire eggs at the three Fly Guys buzzing overhead with red coins. You must shoot them as soon as they're spotted—they will fly away after only a few seconds.

After taking the third coin from a Fly Guy, jump up the pipe with the red arrow to go on a ski trip.

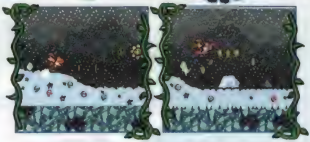
Commentary

I wouldn't be overstating it to say it took me at least a dozen tries to cross the sky full of Bouncies and Bumpties. Every time I got to a new platform, another Bouncie or Bumpty seemed to come out of nowhere and gleefully bump me right off the screen. Finally, I discovered that while the Bouncies are large, they are slow and predictable. When I saw a Bouncie coming, I would just Flutter-Jump out of the way. By now, you should be pretty adept at maintaining altitude with Flutter-Jumps, so use that skill to clear out of a Bouncie's path and then Flutter-Jump back to the platform after the Bouncie has passed you by.

Slalom

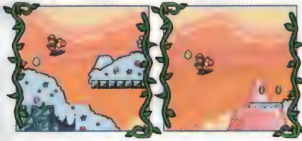


After emerging from the pipe, step through the Middle Ring and slip into the hut to outfit Yoshi with a pair of skis. Yoshi starts a run down the mountainside automatically, leaving it up to you to make sure the dinosaur makes all of the jumps over the rocks and gaps in his path. Mercifully, there are no red coins on the first half of the ski run, letting you become acquainted with the controls. But as soon as Yoshi skis off-screen and into the night area, start looking out for flowers and red coins.



The first flower is right after the second crevice in the high area. After picking up the flower, jump over the next three rocks to grab the red coin above each of them.

After the third red coin, get ready to quickly jump twice so Yoshi bounces off a narrow ledge and doesn't fall into a crevice.



Back out in the daylight, look for a red sign that points to a snow-covered ledge above the slope. Jump up to the ledge to collect a flower, then slide down a steep decline. At the end of the decline, jump into the air to hit a short platform with two red coins. Jump again to land on another short ramp. The last red coin in the stage is at the top of the ramp. Once you land back on the slope, you ski into another area with the goal.

World 4-8: Castle of Big Guy the Stilted

The castle of Big Guy the Stilted is a dangerous place. Rising lava, spiked floors, and Scorchits posted as door guards? Yoshi and the babies (particularly Baby Mario and Baby Bowser) must work together to force their way through the castle and lay waste to Big Guy before Kamek can carry out his nefarious scheme.

On Stilts

The floor of the castle is soaked with lava, so Yoshi must tread carefully to avoid burning his little booties. Walk across the ledges to the left, filling your egg supply at the egg block. Bounce off the top of a passing Shy Guy on stilts so you can Flutter-Jump to the ledge above you. The gate to the right rises when you land and you can slip over to grab the first flower.

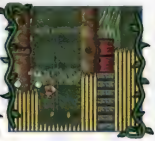
Keep watching out for stilted bad guys as you continue right, grabbing the line of coins over the break in platforms. There are two red coins in this collection. Now, run to the right, passing the locked door. (No key yet!) The gate to the right rises, allowing you to jump down a pipe.

The pipe drops you into a large chamber that's slowly filling with lava. You must cross the room on the provided stilts to avoid the rising lava. Slowly walk through the lines of coins, collecting the red coins in your path. Stop and jump on the red switches to turn off the lava spouts. The flow of molten earth temporarily halts. You have to keep moving to reach higher ground before the lava flow turns back on.

Use the bouncer to vault up to another switch and another set of stilts. Cross the room until you reach another lava spigot. Jump off the stilts and hit the switch below you—and be sure to grab the flower right under the switch. Jump back on the stilts and cross the remainder of the room, picking up a key on the last ledge. Now, jump up the pipe.

Emerge from the pipe and grab the red coin to the right. Now, gently hop up to the middle ledge to collect another red coin. Return to the locked door and unlock it.

Castle Chaos

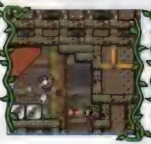


Switch to Baby Mario at the next Stork Stop. Stand beneath the soft soil plug in the ceiling and throw an egg straight up to release a Super Star. Catch the Super Star to turn into Superstar Mario. Now run across the spikes to the right, collecting the two red coins in the deepest divot in the spikes.

TIP **Don't jump the arc of coins over the spikes to the right—none of them are red coins, so don't risk it.**

Drop down the ledges to the right, refilling your eggs by swallowing Shy Guys. At the bottom of the room, jump on the two ice blocks in the middle of the spikes and throw an egg at the flower above you. The two coins to the right of the flower are red ones.

Aim for the Winged Cloud above the outline of a ledge right next to the spikes. Popping the Winged Cloud creates a stable bridge over the spikes, leading right to the Middle Ring and another door.

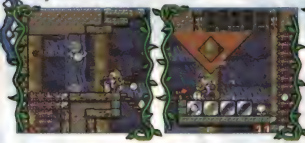


Let the Scorchit to the right melt the ice blocks blocking your descent to the bottom of the castle. After the ice is gone, drop down the right side of the shaft to avoid the flames from two more Scorchits. Run across the ice blocks to the right and jump up under the loose soil.

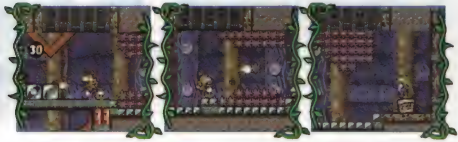
Throw an egg at a diagonal to create a set of makeshift stairs in the soil. Jump into the soil area and bop your way to the ceiling to collect a flower and two red coins. Baby Mario's character coin is to the right,

surrounded by spikes. Throw an egg across the coin to clear out a passage. Don't Ground Pound over the coin or you may drop right through the coin and hit the spikes.

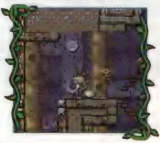
Exit through the door along the bottom of the room—it's guarded by another Scorchit.

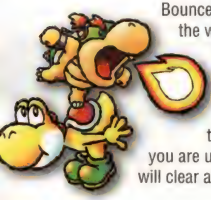


Switch to Baby Bowser at the Stork Stop in the next room. Pop the Winged Cloud above the Stork Stop to create stairs that lead up to a Middle Ring and frozen flower. The Winged Cloud halfway up the stairs contains five stars.

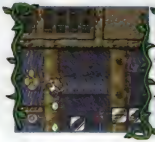


Breathe fire to thaw out the flower. Turn back to the right and shoot fireballs into the spiked-ball walls. You must clear a path all the way to the right side of the room. There is a red coin in each of the two slight breaks between the walls. Once you pass through the spikes, pick up the two coins over the crate. Break the crate to pick up a key.





Bounce eggs off the walls and ceilings to clear out the spiked balls over the locked door on the floor. If you are using Baby DK, one of his eggs will clear all the spiked balls.



Pass through the locked door and refill your eggs at the egg block. Pop the Winged Cloud to create a bridge over the spike pit. The first two coin hoards over the ice blocks to the right contain red coins. Jump to the Middle Ring on the far side of the spikes and then enter the red door to confront Big Guy the Stilted.

Big Guy the Stilted

Big Guy the Stilted is actually a robot piloted by Shy Guys—you can see their little faces in one of the robot's eye holes. Big Guy hops around the platform trying to stomp you. You need to get to the right of the robot, so when it leaps into the air you can run underneath it. Once under it, push it into the lava by throwing eggs at it. Every egg nudges it closer until it finally topples in. (Every time you hit the Big Guy with an egg to push it back, a Shy Guy falls out. Swallow the Shy Guy to replenish your spent eggs.) You can also use Baby Bowser's fireballs on Big Guy. When the Big Guy sinks into the lava, you must jump on its head and Ground Pound to score damage. Three pounds is enough to put the robot out of commission.

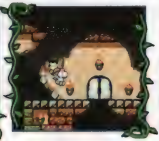
After the battle, Kamek catches Baby Bowser with Yoshi and the other babies. Confused and concerned, Kamek flees to report this uneasy alliance to future Bowser. Baby Bowser, not wanting to be tattled on, tries to catch up with Kamek, leaving the party.

World 4-Extra

Night falls over the island, making it difficult to see your way through this dangerous castle. Once Yoshi finally jumps over all of the spikes inside and escapes to the outer perimeter, the dinosaur may prefer to dart back inside. Getting a little fresh air means having to nimbly avoid spike traps.

Spike's Peak

To make it easier to see in the castle, swallow the first torch on the wall so Yoshi can breathe fire on the next torch…and the torch after that, and so on. Fire an egg into the middle of the first alcove you spot in the ceiling. The topmost coin in the alcove is a red coin.



As you jump over the sea of spikes to the right, keep firing eggs straight into the ceiling alcoves to pick up more red coins. There is a flower on the lowest ledge of the room, dangerously close to some spikes. Flutter-Jump over one last set of spikes and exit the room through a door.

When you emerge from the pipe in the next spike-filled chamber, jump across the safe ledges to the left until you reach a pipe in the ground. Drop down the pipe.

Switch to Baby DK inside the small chamber. Use an exploding egg to destroy the Piranha Plant on the other side of the wall. This causes a flower and four red coins to appear just above you. Grab the coins and then switch to Baby Peach at the Stork Stop. Step on the ground switch to start a wind current and then launch Yoshi out of the chamber and right up the wall back in the larger room.

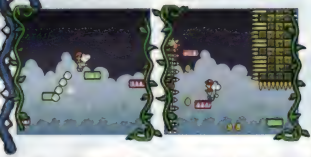
The coin at the top of the vertical passage above the pipe is a red coin. Collect the flower along the ceiling to the right and then drop down to the ledge to pick up another red coin. Switch to Baby Mario at the Stork Stop.

Jump across the spikes to the right, using the ice blocks as landing zones. Collect the red coins above the second and fourth Bullet Bills (from left to right). Step into the Middle Ring on the other side of the spikes and then go down the pipe.

Perilous Perches

Jump along the moving platform hanging over the great abyss outside of the castle. Watch for rotating spike traps that swing through the night sky.

Flutter-Jump to avoid losing your baby—or worse. There is a red coin on the spikes below the first spike trap. Throw an egg down there to fetch it.



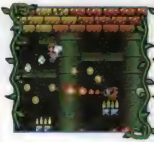
Keep moving across the night sky. Jump across the green platforms between the two huge spike towers (one drops from the ceiling, the other rises from the chasm) to pick up a red coin along the bottom spikes. Fire an egg to the right from the green platforms to pick off the red coin right below the central point of the two winding spiked traps ahead.

Use the pink platforms to Flutter-Jump over the door on the ledge. Jump from the wall to the right of the door to the next ledge. Drop through the line of coins to pick up a red coin and then Flutter-Jump to the right to cross a series of ice blocks that lead to a flower and a pipe. Jump up into the pipe.

When you emerge from the pipe, jump over to the Chomp Rock balanced precariously on the stone pillar. Stand on the edge of the Chomp Rock and roll it off, exposing a red coin.

Jump on the red switch. This activates a line of transparent blocks. Run along the blocks to the left and leap up the ledge to access a Stork Stop and a Middle Ring.

Head right and walk along the bottom row of ice blocks. The third coin above the edge of the blocks is a red one. Now jump across the Bullet Bill and head over the wall.



Jump across the first two Scorchits. When you land on the gray platform, it starts moving around the spikes and Scorchits to the right. As long as you stand on the platform, it moves. You must time your Flutter-Jumps so that you move only when the Scorchits aren't shooting fire.

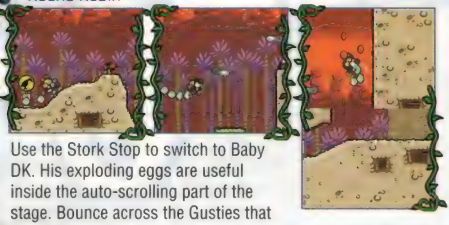
There is a red coin beneath the spike shelf that the Scorchits stand on. After collecting it, fire an egg at the flower to the right. Ride the platform back up the other side to collect the last red coin near the top of the platform's path.

Flutter-Jump to the pink sliding platform and then leap up the pipe to reach the goal.

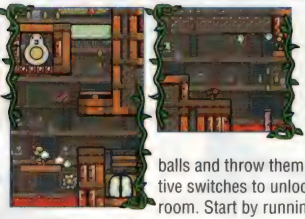
World 4-Secret

Don't let the easy-breezy exterior section of this stage lull you into thinking a cakewalk lies ahead. Once inside, you must survive an auto-scrolling gauntlet full of Ptooie Piranha Plants, Spear Guys, and number switches. And even if you manage to survive that puzzle, you must still help Yoshi flutter through a night sky lit up with spinning fire traps.

Round Robin



Use the Stork Stop to switch to Baby DK. His exploding eggs are useful inside the auto-scrolling part of the stage. Bounce across the Gusties that soar through the sky in the chasm ahead, and collect the top three coins in the stack to the right—those are the red ones. Now enter the cave to start the auto-scrolling madness.



As soon as you step inside, the stage starts scrolling counterclockwise. You must collect three numbered balls and throw them into their respective switches to unlock the exit to this room. Start by running to the right and throwing an egg against the wall to pick up the flower just below the ledge. (The 3 switch is right above you.) Fill your eggs at the egg block and Flutter-Jump to the alcove to the right to pick up the red 1 ball.

Watch for Lava Drops as you flutter across the posts in the lava. Jump beneath the 1 switch against the right wall of the room and throw an egg through the loose soil to expose your target. Now, hurl the 1 ball into the switch.

Eliminate the Ptooie Piranha Plant, then grab the flower directly above it. Strike the wall to the left of the 1 switch with an egg to pick up a red coin as the screen rises. Throw an egg through the soil above to drop the bouncer, then vault up to the ledge with the Spear Guy.

Swallow the Spear Guy as it walks away from you, then collect the three coins against the right wall to grab another red coin. Ride the green platform up to the pink one, snagging the rightmost coin in the horizontal line to get another red coin.

Jump to the right and grab the 2 ball while the screen is still scrolling upward. If you miss it, you have to go all the way back around.

Follow the screen when it starts scrolling to the left. Hold your target cursor straight up and Flutter-Jump beneath the 2 switch. Fire the 2 ball into the switch and then drop to the ledge below. Shoot an egg against the wall next to the flower below the 2 switch.

The 3 ball is in the upper-left corner of the room, right next to a line of coins. Grab the cash to nab a red coin and then pick up the 3 ball before the screen starts to scroll down.

Walk down the ledge with the four coins to grab a red coin, then jump over to the crate against the left wall. Do not smash the crate; you must push it down to a plate near the bottom of the room to unlock the bricks blocking the 3 switch. If you smash the crate, you have to restart. Push the crate to the left. Grab the flower against the left wall and then keep shoving the crate. Watch out for the Tap-Tap on the ledge below.

Shoot the Ptooie Piranha Plant on the ledge below the Winged Cloud. The blast pops the cloud, releasing five

stars.

Push the crate onto the plate to the right of the 3 switch. Collect the two batches of coins on the switch's left to get three more red coins.

Stand on the ledge beneath the switch and fire the 3 ball straight up. The bar blocking the blue door to the right slides away and you can jump through the door to step back outside.

Night Flight

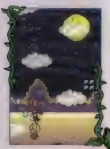
Flutter-Jump across the two stones to the right. Now jump to the stone with the fire arm spinning around it. Jump through the coins to the right and flutter over to the Para-Koopas. Bounce on their backs to get extra height with your Flutter-Jumps.

Bounce off the Bullet Bill to the right to grab the flower hanging out in the sky and then flutter back to the cannon. Bounce off the Para-Koopa to the left to flutter up to a line of four coins. The first two are red coins.

Touch down on this solid stone to the right of the coins. Wait until you see a Para-Koopa fly into view before continuing on.

Bounce off the two Para-Koopas to get some height over the spinning fire traps. Flutter down through the traps to collect five red coins and land on the grassy knoll with the goal.

Commentary



There's hard, and then there's *hard*. This last section of the stage is crazy-hard, requiring a mastery of Flutter-Jumping. I found this to be the trickiest part of the entire game, bouncing off Para-Koopas to get extra height—and then having to flutter out to collect coins just on the pure faith that they're out there, hanging in the heavens. It will take you many, many tries to get through this area. Make sure you play the roulette challenge a few times to beef up your supply of extra lives.

WORLD 5

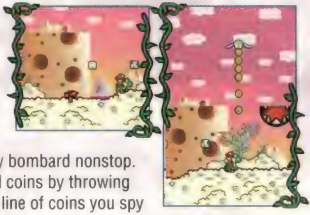
Final World

Yoshi and the babies have come too far to turn back now, even if World 5 contains some of the most difficult challenges in the entire island. Teeth-gnashing Chomps, giant Goonies, spike-filled mazes, and interplanetary travel amount to hours of fun.

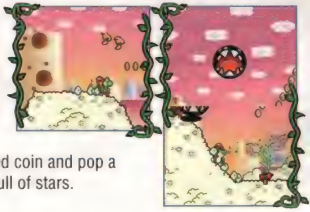
World 5-1: Rompin', Stompin' Chomps

Chomps really know how to chew the scenery. These toothy cannonballs pile-drive through the ground, carving holes in the crust without pause. Yoshi and the babies must keep an eye on the sky and another on the ground—right before a Chomp crashes to earth, there's a quick flash of shadow.

Incoming!



Fill up on eggs at the egg block before you step too far to the right—as soon as the Chomps catch sight of Yoshi, they bombard nonstop. Start collecting red coins by throwing an egg up the first line of coins you spy stretching into the sky.

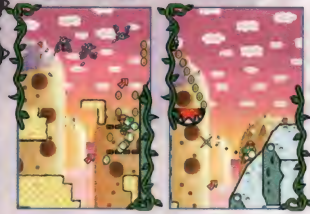


Lick the speedy Fleepers before they can separate Yoshi and the babies. Fire off another egg along the diagonal line of coins to get a red coin and pop a Winged Cloud full of stars.

Bomb-dropping Skeleton Goonies fill the sky. Take aim at the Fly Guy over the three egg blocks; it's carrying a red coin. Watch out for more Fleepers after you cross the bridge and the Chomps give you a small break.

Ground Pound the crate on the hill to earn more stars, but watch for Chomps, as they start bouncing across the screen as soon as you approach the crate. When you spot another series of egg blocks, check the sky for two Fly Guys with red coins. Shoot them down to claim the coins, then refill your eggs from the blocks.

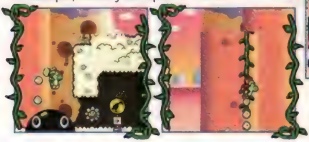
Soon, you're forced out across loose soil. The Chomps burrow right through the soil—and they'll drag you down, too, if you're caught beneath their shadow. Let a Chomp burrow a diagonal hole in the soil next to the blocks. Walk down the hole in the soil and refill eggs at the egg block. Fire an egg back up to collect a flower buried in the dirt.



Run to the right and hop up the platforms sticking out of the hard rock. Follow the line of coins stretching diagonally to the left with an egg to catch another flower before it scrolls off-screen. Before leaving the area, be sure to nail the Fly Guys hanging above the stone with eggs to earn a red coin and a 1-Up.

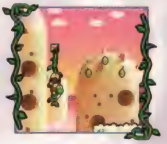
The auto-scrolling screeches to a halt in this next area. Switch to Baby Peach. Run to the right and Flutter-Jump through the wind blowing up from the holes in the ground. There are four red coins here—two in the line of coins above the holes and two flush with the ground. Watch out for Chomps that dive-bomb Baby Peach as she flutters.

Carefully cross the ground as Chomps dive from the sky, tearing massive holes in the ground. If you turn the volume up, you can hear them coming. Keep running to the right, avoiding the Chomps, until you spot a vine.



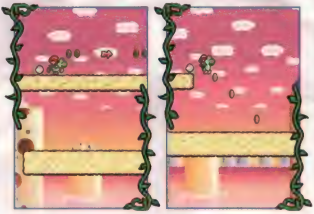
A Chomp screams down from the sky and burrows into the ground, revealing a flower. Jump down to grab the flower and use the Stork Stop to switch to Baby

DK. Climb the vine to get out of the hole and keep moving right. Grab the first set of coins you see, as there is a red coin among them.



Jump from vine to vine over the holes in the ground, waiting for Chomps to blaze by before making each leap. Look for the trio of coins between two vines—grab the highest one to pick up a red coin. After jumping off the last vine, run across the falling stones and exit the area.

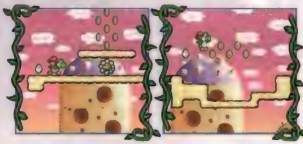
Fight or Flight



Switch to Baby Mario at the next Stork Stop; you need his speed to survive this heated Chomp chase. When you cross the Middle Ring, a Chomp begins chewing through the soil from the left. You have to keep ahead of the Chomp or else it will eat the ground right out from underneath you. Run across the soil and dive down the arc to pick up a red coin.

The character coin is right in front of you, but you cannot slow down to throw an egg through the soil to free it. Besides, the Chomp will come through in just a second and clear the dirt away for you. Instead, jump out to the pink and green platforms (collecting a red coin from the center of the coin hoard) and jump over the Chomp when it comes by. Flutter-Jump to the character coin.

Jump back across the pink and green platforms to catch up with the Chomp. It's munching on more loose soil, and as soon as it spots you, it increases its speed. Dash through the flower under the thin line of soil and jump up to grab the red coin right above it.



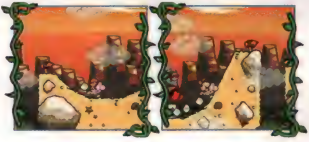
Grab through the collection of five coins to pick up another red coin. Keep running to stay ahead of the Chomp, picking up the second-to-last red coin from the final hoard right at the end of the loose soil.

Jump to the solid rock, which stops the Chomp cold. It tears up and falls off the screen. Now, fire an egg at the flower to the left. Grab an egg from the egg block and check the skies in front of the goal to spot a Fly Guy buzzing overhead with the last red coin.

World 5-2: Goonie Heights

There are two kinds of Goonies in the game—the useful kind with wings and flightless birds that serve only to peck at poor Yoshi's feet. Use the flying Goonies in this stage to cross huge gaps in the ground and ascend to heights that not even Peach could reach with her parasol.

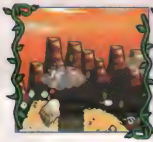
Flightless Goonies



Walk to the right, carefully approaching a set of teetering platforms. Flightless Goonies walk across the ground—slurp them up to make extra eggs, then hop on the platforms to find a Stork Stop. You can choose

any baby right now, but Baby Mario's versatility and ricocheting eggs are always useful. (But, then again, so are Baby DK's exploding eggs.)

TIP **Look for a hidden Winged Cloud with a 1-Up right in front of the three teetering platforms.**

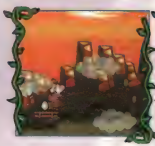


Jump over the narrow gap in the ground and pick up the highest coin to collect the red coin. Cross another series of teetering platforms until you reach rocks crawling with Shy Guys and Nipper Plants. Head right and jump on the back of a Goonie to access a narrow passage in the rock above you.

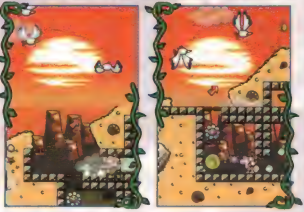
Jump into the passage and either throw an egg through the loose soil beneath the flower or use DK's Dash Attack to clear the dirt. Grab the flower, then check out the two red coins to the left, right above a tiny ledge.

After dropping back down, jump across to more teetering platforms, picking up the top row of coins to snag four red coins. Exit the area to the right.

Flying Goonies



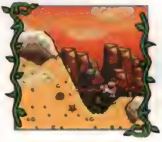
Jump across the top row of wooden platforms to spot an arc of coins leading to a Stork Stop. The coin at the top of the arc is a red one. When you land at the Stork Stop, switch to Baby DK. Now, jump down to the left and ride the Goonies through two lines of coins. There are three red coins between the two lines.



Jump down the cave in the ground to the right of the Stork Stop. Baby DK's character coin and a flower are at the end of this little diversion. Use DK's Dash Attack to clear out the loose soil en route to the treasure. (You'll automatically reveal a hidden Winged Cloud as you move through the cave—it contains five stars.) Jump up the ledges above the flower to exit the cave.

Jump up the ledges until you spot a bouncer. Vault on top of a Goonie flying to the right to reach the lip of the mountaintop. Walk to the peak and pick up two red coins before descending the other side.

Push the Tap-Tap out of the shallow valley with Yoshi's tongue to collect another red coin.



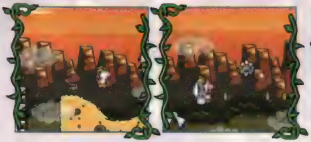
Drop into the passage crawling with Flightless Goonies. Fire DK's exploding eggs at the four of coins along the ceiling to find another red coin.

A Winged Cloud in the bottom passage is filled with five stars.

Jump across the ledges until you reach a rock with a Piranha Plant. Nail the Piranha Plant with an egg, then pop the Winged Cloud above it to gather another five stars. Fly to the ledge high above the rock on the backs of useful Goonies, picking up the flower over the ledge.

Goonies crisscross the skies. Jump up the platforms or ride Goonies to pick up two red coins from the leftmost ledge, plus a flower not too far above them. Three red coins sit on the ledge high above the area's right wall. After gathering the four coins and the flower, fly to the pipe in the ceiling and jump in.

After passing through the pipe, hop over a few narrow chasms and scale a series of ledges. There is a red coin along a line of coins stretching over solid ground. Now, fly across the wide chasm on the back of a Goonie.



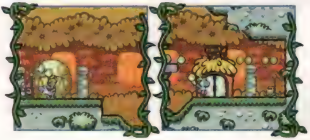
Watch out for Spear Guys patrolling the outcropping as you keep heading to the right. When you reach a long pit of spikes, hitchhike on a Goonie to cross safely and pick up a flower.

When you see red arrows pointing down, it's time to disembark and drop to earth. Run through the goal to complete the stage.

World 5-3: Spear Guys' Village Found

The Spear Guys aren't the most accommodating hosts on the island. The only welcome mat they roll out for Yoshi and the babies is at the tip of a spear. Be sure to explore every hut in the village to uncover all of the treasure and score a perfect 100.

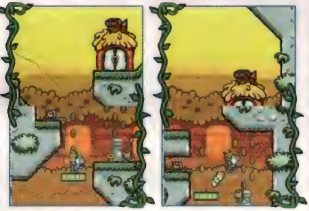
Welcome Wagon



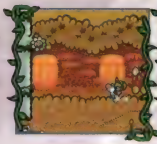
At the start of the stage, Yoshi needs to slurp up the Spear Guys to refill spent eggs. After collecting shells, jump across a chasm to find the first Spear Guy hut in the village.

Step inside the hut and clear out the top row of Spear Guys to collect two red coins. After cleaning the hut, head outside and use the yellow platform to drop down the chasm safely.

Jump on the green platform on a fixed track that revolves around the giant rock. There is a red coin in the first line of coins leading over to a hut. Hop down on the right side of the hut to expose a hidden Winged Cloud full of stars. Enter the hut. The middle floor contains a hidden Winged Cloud that releases five stars. The first flower in the village is on the top floor.

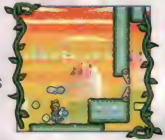


Back outside, scramble back on the green platform and ride it up, avoiding the Pike Guy that tries to lance Yoshi from the left. Grab a key and a red coin on the ledge to the right as the green platform goes vertical.

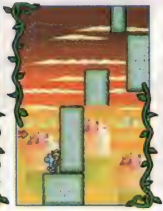


The green platform whooshes by a locked hut, but don't jump off just yet. The third coin from the left along the top of the rock is a red coin. The second flower is hidden in the brush on the wall above the Pike Guy to the left of the green platform's path. Ride the platform back down and around, collecting a red coin on the right, and then enter the locked hut at the top of the area.

Inside the hut, grab the red coin on the top floor (watch out for Spear Guys) and then exit through the pipe in the lower right corner.



Walk through the Middle Ring to the right of the pipe outside. Avoid the Gusties and pass through the one-way gate to reach a yellow platform.

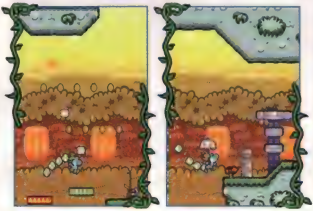


The yellow platform takes you to a ledge beneath a long line of falling stones—your only way to cross this wide chasm. If you don't hurry across them, you'll fall too low to reach the yellow platform on the right side of the chasm. When the tall stone seems to block your progress, double back and use the fat stone to vault over the tall stone. Flutter-Jump over to the yellow platform.

Rotate the green platform to crawl up a tall track. Gusties scream through the air to knock you off the platforms, so have that tongue ready. The coin in the middle of the track is a red one. When you reach the top of the track, jump off to the right and enter the pipe.

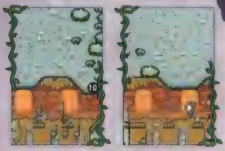
Village Proper

When you rise out of the pipe, you'll spot a Stork Stop to the right. You can use any baby in this area. Walk to the left and jump over the Spear Guys to ride a green platform up to a stone ledge. Jump off the ledge to the left and flutter through the coins to pick up a red coin. Backtrack and ride the green platform up again until you spy an orange platform.

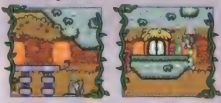


The orange platform vaults you straight up into the air along the left wall of the village. Flutter out to the right and turn the checkerboard blocks into moving platforms by bopping your head underneath them. Use these platforms to reach the stone pedestal on the right ledge.

COMMENTARY

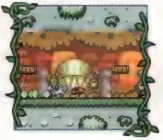


If I had to assemble a "Top 5 Toughest Puzzles" for the game, getting to the hut in the upper left corner of the village would make the cut. It's not readily apparent how to get up to the ledge, which is just out of reach of a regular Flutter-Jump. The secret to success took me a good 10 minutes and much head scratching to figure out. Leave the pedestal and walk to the right. Slurp up one of the Spear Guys on one of the wooden ledges with the shield, but do not turn it into an egg. Keep it in Yoshi's gob.



Next, return to the stone pedestal. Stand just to the right of it and spit the Spear Guy out while facing up. The Spear Guy is now just a regular Shy Guy. Jump on top of the stone pedestal and jump on the Shy Guy to get a little extra spring. Flutter-Jump while pushing up to use the extra lift and reach the hut.

Inside the hut, you'll find a Middle Ring just inside the door and a red coin right over the door. It's guarded by a Pike Guy, so head up the stairs and throw an egg at the coin while standing directly across from it. If you were finishing the stage with only 19 red coins, chances are this was the one you were always missing. It certainly was the one I could never find.

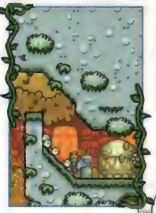


Jump from the hut to the collection of Spear Guys to the right of the stone pedestal. The last pair of coins contains a red coin. Now, use the yellow platform in the corner to enter the next area.

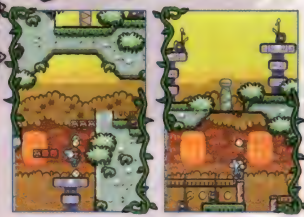
After using the Middle Ring, climb up the stone pedestal and use the pink platforms to reach a set of spinning pink platforms. Climb up to the Stork Stop to the left and switch to Baby DK.

Head back down and use the rope to the right of the Middle Ring. Swing to a platform with a hut. Slip inside the hut and use one of Baby DK's exploding eggs to collect the flower right behind the crate in the corner and then switch to Baby Peach with the Stork Stop.

Back outside, jump into the wind stream below the hut and scoop up the red coin right beneath the Piranha Plants. Use the wind currents to float to the right and collect another red coin from a five-coin hoard beneath a stone ledge.

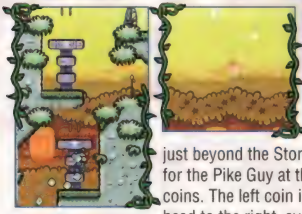


Let the wind whisk you up to the left of the stone platform. Jump on the grassy ledge and collect the coins. There is another flower in the next set of coins to the right. Next, drop through the one-way gate and flutter across the wind back to the left.



Return to the Stork Stop and switch to Baby Mario. Jump to the right and climb the stone pedestal, ducking the spears of Pike Guys in the walls. Jump on the M Blocks, then vault over Spear Guys beneath a wooden ledge. Ground Pound the two posts and collect the red coins beneath the wooden platform to the left.

Jump on top of the right wooden ledge to pick up a red coin against the wall and then slip through the space created by pounding the post to pick up the fifth flower.



Scale the stone pedestals on the area's left wall, just beyond the Stork Stop. Watch out for the Pike Guy at the top guarding two coins. The left coin is a red one. Now, head to the right, avoiding Spear Guys hiding in the brush or clearing them out with DK's exploding eggs. The last red coin is right in front of the goal.

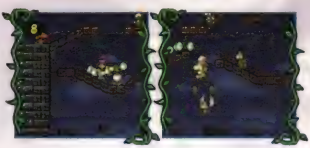
Character Coin

The character coin in this stage belongs to Baby Peach. Switch to Baby Peach before the goal and then duck under the ring of flowers to discover a hut. Pop inside the hut and rescue the coin from the top floor. Now, head for the goal.

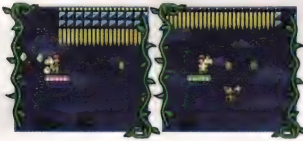
World 5-4: The Fort of Moltz the Very Goonie

Yoshi's adventure takes the babies to the farthest reaches of the heavens, but only after the dinosaur has braved a crazy-tricky maze of moving platforms, spikes, and nasty foes. The sight is worth the effort, though. The constellations are indeed quite stunning—even the one of the Shy Guy.

Crazy Maze



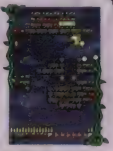
There is a long series of hilly platforms following the Stork Stop at the beginning of the stage. Para-Koopas flutter through the sky, bobbing up and down in the gaps between the platforms. There is only one red coin among these platforms—it's in the second pair of coins patrolled by a Para-Koopa. You can bounce off the Para-Koopa in midflight to pick up the red coin, then rise back up to the safety of the platform.



Take the pink platform that runs beneath the spikes to the right. It slides right up to a minigame hut, but the door is locked. The key is near the pipe at the end of this area. Jump over to the green platform from the hut and ride it through the line of coins, picking up a red coin at the very end.

Look for a flower right where the green platform starts to rise. Grab the flower and jump up to the pipe. The key to the minigame hut is to the pipe's right. To use it on the hut, you must ride the platform to the left across another row of spikes.

Commentary



The next section of the stage is incredibly tricky—as soon as you jump on the green platforms in the maze, they do not stop until they reach the end of the track. Here's a secret: You don't have to always stand on the platform. You cannot get all of the treasure in the maze with your feet on the platform—you must jump off and purposefully run ahead and/or fall behind.

Knowing that there are 10 red coins and two flowers in this maze should help you track your progress. If you finish the maze with fewer than 12 red coins and three flowers (you found two red coins and a flower in the previous area), you need to restart the stage. Which is something I had to do. About 15 times.

The green platform drops into the maze and immediately heads left. The first coin in the upper left corner of the maze is a red one. Jump up to grab the red coin and then rush to the right—ahead of the platform. Drop down to the right, passing a red ledge with eggs. The alcove down there holds four coins, but none are red.

Next, quickly scramble to the left side of the maze. Jump over the hole with the flower for now. Flutter-Jump out to the four coins in the

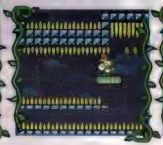
corner. Grab the one right in the corner of the bricks to collect a red coin. Backtrack to the hole and drop down to grab the flower as the green platform follows the track beneath you.

You can either wait for the platform to pass beneath the hole with the flower and then hop on or take your chances with a Flutter-Jump through the spikes before the Middle Ring.

Pass through the three one-way gates in a row and drop down on the next green platform. Jump off the platform right away, landing on the blue ledges to the right. Slip to the left and drop to an unstable ledge in a narrow side room. Throw an egg at the coins above you to collect a red coin, then jump to the line of coins between the two stone ledges back to the right. The last coin in the line is a red coin.

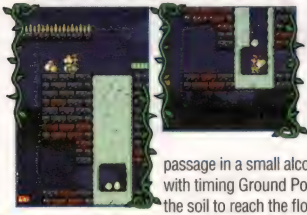
Let the green platform catch up. Step down onto it and ride it down a coin-filled passage. There is a red coin at the very bottom, just where the platform starts to head right back up the other side of a wall. Beware of Bullet Bills inside the two passages.

Jump off the platform and rush down the ledges on the left side of the maze to collect a bunch of coins.



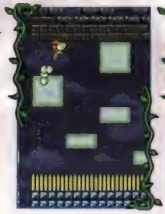
Jump back on the green platform and ride it through a snaking passage lined with spikes. Throw an egg at the coins in the upper right corner to pick up a red coin. Remain on the platform until you spot a safe ledge with four coins. Jump out to grab the coins (including the red one at the very end) and then drop down to a safe ledge with an egg block.

After refilling your eggs, step on the next green platform to descend farther into the maze. Ride the platform through another set of spikes, picking up a line of coins that contains a red coin. After dipping through a narrow opening in a stone wall, fire an egg at the line of coins off to the left. The green platform pulls the opposite way and you don't have time to jump over and pick up the red coin at the start of the line.



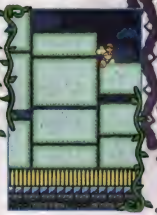
Jump off the platform when it passes over a vertical passage filled with soil. There is a flower near the bottom of the passage in a small alcove. If you're good with timing Ground Pounds, dive through the soil to reach the flower—stopping just before you fall right out the other side of the passage.

The orange platform spirals around the next area, maximizing your exposure to a series of flying Bouncies. Staying on the platform is a major pain, and with only one red coin in the area, it's best just to forgo the rest of the coins and collect what you need. Drop right through the center of the area, picking up the red coin hanging in the dead center of the track. Grab the coin and then fall to the green pipe.

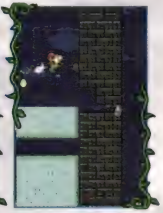


A Middle Ring awaits on the other end of the pipe. Save your progress (after making sure you have the 12 red coins and three flowers) and then rush down the stairs. There is a network of moving stones over the spiked ridge beneath you. Several coins mingle with the stones, but none are red. You must jump across the moving stones, staying close to the center of the passage so you're not squished against the ceiling.

Jump to the Stork Stop to the right of the stones and switch to Baby DK. Now, drop off the left side of the ledge and Flutter-Jump to the rope to the right. Swing to the right to collect a flower. Now, jump on top of the stairs to the right and walk across a bridge to reach another room of shifting stones.



Walk through the one-way gate and stomp on the floor switch to activate the falling stones. There are three red coins in this area. Fire an egg at the coins right in front of you to pick up the first. Jump across the stones as they fall. When you reach the right wall, wait a moment, then start running back to the left as the stones keep falling into place. Find another red coin near the center of the room.



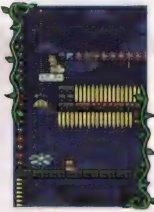
When you reach the room's left side, hop into the alcove and wait for the stones to start creating a makeshift set of stairs headed back to the right. Jump across the falling stones. The third red coin is against the right wall, just above the one-way gate that leads out of this area.

Run down the ledges to the right of the one-way gate en route to a pipe. Watch out for the Blow Hards. A Ground Pound will temporarily freeze them.

After dropping into the Middle Ring, walk to the right to stand on a gray platform. This platform moves only when

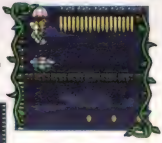
Yoshi stands on it. Whenever you jump, it stops. Stand on the platform to pick up the three coins to the right. The one closest to the spikes is the red coin. Jump off the platform and switch to Baby Peach at the Stork Stop.

Fire an egg through the coins above the brown ledges when the platform snakes back around to the right. The fourth coin from the left is the red coin. Watch out for Para-Koopas as the platform switches back to the left. Jump through the second pair of coins to pick up another red coin.



Baby Peach's character coin is just below you, but pass it up for now. You need to collect a red coin to the right first. Duck so you don't get poked by the spikes as the platform slides to the right, picking up another red coin.

After the platform drops you onto solid ground, walk back to the left to collect the character coin. Jump on the switch to activate the wind and fly up to the coin.



The brown platform moves only when you're *not* standing on it, so this reverses your tactics from the previous area. Flutter-Jump

over the platform so it winds through the spikes below. When you spot another brown platform near the right wall, jump over to it. Follow it down, then jump to the left to pick up a flower. Flutter in the air so the platform can catch up.

Keep jumping above the platform until it dumps you off on more solid ground. Walk left and fire an egg into the coin trio above you to collect the last red coin.

Ground Pound down any soil-filled shaft to reach a pipe. Drop through the pipe, use the Middle Ring, and then step into the hut. Yoshi now blasts off in a rocket ship.

Super Star

Pilot the rocket ship through deep space, avoiding the planetoids and picking up the coins. Follow the line of coins through the heavens. There are no enemies or any red coins or flowers to worry about. Just pilot the ship through the sky until you reach a small star.

The ship drops you off next to a Middle Ring and the red door leading to the boss battle.

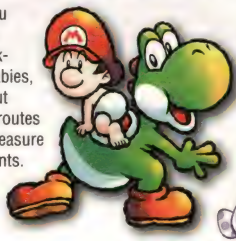
Moltz the Very Goonie

Moltz the Very Goonie is a giant target—but it's not an easy one to hit. Yoshi plummets through the sky to catch up with Moltz the Very Goonie—if you happen to lose the baby during the battle, you can still Flutter-Jump to retrieve your baby. To launch an attack on Moltz, Flutter-Jump to float above the giant bird when it passes from the top screen to the bottom screen. Now, Ground Pound straight down onto Moltz's head.

Dazed, Moltz will back off. However, the heavens then fill with Rocket Guys. Swerve left to right to avoid the missiles as they stream down the two screens. After you avoid several waves of rockets, Moltz returns. Ground Pound the Very Goonie on the head twice more to finish the fight.

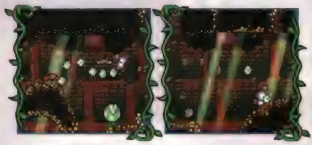
World 5-5: The Cave That Never Ends

The auto-scrolling pushes you through the cave at a not-so-leisurely pace. It's not a break-neck run for Yoshi and the babies, but you must be precise about following specific branching routes in order to collect all of the treasure and earn the coveted 100 points.



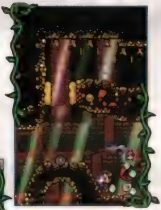
Spelunking

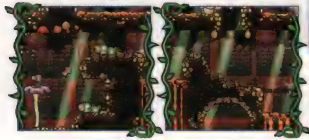
When the stage begins, you're ushered to the right—and right beneath Skeleton Goonies carrying bombs. Scarf up the bony birds to make eggs, then collect the four coins beneath those bouncing Chomp Rocks. Each group of four holds a red coin.



The first flower in the cave is sandwiched between a Piranha Plant and a Ptooie Piranha Plant. Flutter over the Ptooie Piranha Plant and drop down to collect the flower. Swallow the balls the Ptooie Piranha Plant spits out; you'll use them for ammo against the Piranha Plant to blast the coins right above it. (The leftmost coin is a red one.)

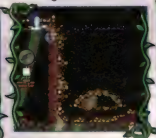
Fire an egg through the soft soil in the ceiling, dropping a bouncer down to your tunnel. Wait for the Stork Stop to scroll on-screen, then switch to Baby DK. Vault into the upper tunnel via the bouncer, then crawl along the vines set into the ceiling to cross bubbling lava.





Two Fly Guys flit through the tunnel carrying red coins. While holding on to the vines, fire eggs at each coin. Use another egg to nail the red coin in the lower right corner of the cave (right above the lava), then drop through the hole in the floor to collect another red coin.

After the Middle Ring, roll the Chomp Rock off the post to reveal a red coin. Jump over the Polterpiranhas and flutter to the right to reach solid ground.



Jump up to the Stork Stop before the auto-scrolling starts moving down. Wind blows up the tunnel to keep Baby Peach aloft, but Baby Mario's ricochet eggs are useful, too. Drop back down and Flutter-Jump to the right corner of the cave to collect another red coin. Temper your fall through the cave as it shifts downward with controlled Flutter-Jumps.

Watch out for Cloud Drops as you pass the rough platforms. The coin in the center of the big hoard is a red coin. Flutter-Jump to the red platform on the left side of the cave to reveal a Winged Cloud full of stars, then jump to the right to collect a red coin from the quartet.

NOTE

If you miss any red coins or flowers, you must restart the stage. The auto-scrolling only goes around the cave system once.

When you spy another red platform, flutter to the ledge to the left. The screen is about to start scrolling back to the left, and you want to stay along the top route.

You can survive by following the bottom route, but you'll miss red coins and a flower.

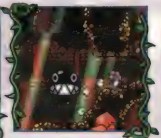
Roll the Chomp Rock to the left and jump into the center coin to get a red coin. Roll the Chomp Rock a little farther over and jump to the high ledge with the flower. Finally, roll it through the hole in the floor to pop the Winged Cloud and release five stars.

Jump over the lava and shoot an egg at the rock in the ceiling. It drops a Stork Stop. If you're using Baby Peach, switch to Baby Mario.

To get Baby Mario's character coin, jump into the small alcove to the left. The coin is at the bottom. Quickly jump back out to escape the alcove before the auto-scrolling puts the squeeze on you.

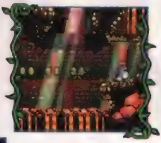
Curves Ahead

After walking through the Middle Ring (the scrolling directs you right to it), Flutter-Jump over the spike traps and ascend the tunnel via the fungi. The screen starts auto-scrolling up now. Jump into the group of four coins next to a Ptooie Piranha Plant to earn another red coin and a flower.



Jump to the fungus above the Ptooie Piranha Plant to collect another red coin out of a trio. The screen suddenly starts shaking: Chomp Rocks! Look out for Chomps dive-bombing from the roof.

Use the bouncer on the next fungus to vault through a line of coins and earn another red coin. Switch to Baby Mario at the Stork Stop if you're not already using him, then jump through the coins to the right to find another red one.



When you drop back down, quickly turn left and fire an egg through the line of coins over the lava to collect another red coin.

Fire an egg at the ceiling to release the corked-up Chomp Rock. Roll the Chomp Rock to the right. Stop next to the red arrow on the wall. Throw an egg to where the arrow is pointing to ricochet into the alcove to the right and pick up a flower.

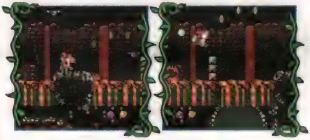
Roll the Chomp Rock onto a plate switch in the ground to reveal the last flower.

Flutter-Jump over the three spinning platforms in the middle of the hole that's in the ground to the right. Jump into the small tunnel to the right to collect the last red coin. If you are short on stars, fire two eggs up the vertical shaft right in front of the goal. The first egg reveals a hidden Winged Cloud. The second pops it, dropping five stars right on Yoshi before the end of the stage.

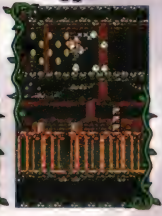
World 5-6: Find the Number Ball!

Closing in on Bowser's castle, Yoshi and the babies must slip back beneath the crust to solve a number puzzle. Collect four numbered balls and slam them into switches to exit the lava-filled cave.

One-Way Ticket

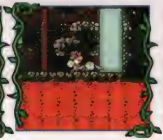


Immediately drop into the pipe at the beginning of the stage to burrow beneath the surface. Yoshi and the babies drop into a winding lava-filled chamber. Flutter-Jump across the lava to the right, swallowing the Fangs that buzz overhead. Jump through the last two coins on the right to find two red coins.



When you step on the blue stone to the right, it starts to drop. Step into the alcove to the left and get ahead of the stone. Drop all the way to the bottom and walk into a coin hoard that is soon blocked off by the falling stone. (If you ride the stone all the way down, you'll miss this treasure.) Collect all of the coins. There are two more red coins on the left side of the hoard.

Use the bouncer to vault to the top of the room. Pop the Winged Cloud with an egg to reveal five stars, but look out for the pesky Tap-Tap.

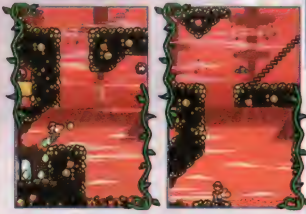


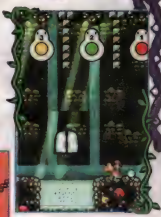
Drop to the left and cross the lava pool by hopping across the posts. Descend to the bottom of the cave on the sliding blue stone on the other side of the lava. At the bottom, slip into the tiny passage to reveal a hidden Winged Cloud full of stars.

Jump across the posts in the lava, picking up the red coin from the middle one, and shoot an egg at the flower beneath the revolving pink platforms. Hop across the next three posts, picking up the red coin over the center one, then jump from the half-wall to the Middle Ring. Step through the door.

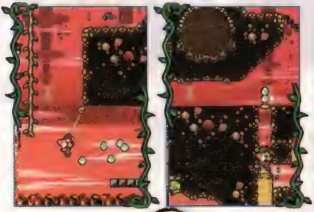
Number Puzzle

There are four number switches on the roof of the next room. You must find four number balls to reveal the exit door. Enter the door on the left, just past the fungi, to start your search.



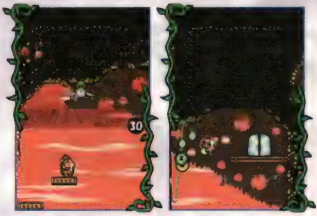


When you step into the next cave, pick up the red coin directly to the right of the door, then fire an egg at the arrow cloud in the corner. The egg bounces along the system of clouds and hits a Winged Cloud that creates a staircase near the middle of the cave. Next, walk to the right and use the Stork Stop to switch to Baby DK.

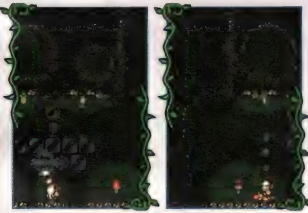


Swing from the rope to the vine. Climb the vine until you spot some coins next to a fire trap. Hit the rock with an exploding egg to collect the coins, including a red coin. Climb to the top of the vine and walk to the right. Ground Pound through the dirt and step into the alcove to pick up the 1 ball. Climb back up the vine.

Walk up the stairs and Flutter-Jump to the left to pick up the 2 ball. Flutter-Jump over the spinning fire traps to reach another vine. Climb the vine to reach the 3 ball.



After picking up the 3 ball, throw an egg at the Winged Cloud against the ceiling. This creates a rope for Baby DK. Jump to the rope, climb it, and swing over to the blue door to the right.

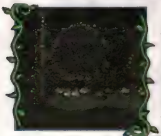


Inside this small chamber, swallow a torch on the wall so Yoshi breathes fire. Melt the ice cubes that prop up the Stork Stop; they contain a frozen flower. Throw eggs at the coins against the ceiling to pick up two more red coins. Switch to Baby Mario and exit through the door to the right.

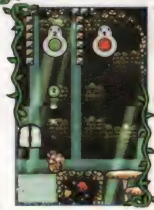
Lines of coins straddle a fire trap. Fire an egg straight up each line to collect a red coin. Use the bouncer to vault to the top of the cave. Point your target cursor straight up, then jump out to the left to target the flower near the ceiling.

Swallow some of the Blow Hard's Pokeys to refill your egg count. Ricochet an egg over the spikes to pop a Winged Cloud. It drops a key. Another egg pushes the key through the one-way gate.

Drop down the narrow shaft and collect the key. Now, step under the fire trap and exit this area through the door to the left.



You can switch to Baby DK or Baby Peach inside the chamber with the ice cubes and trek back to the main cave.

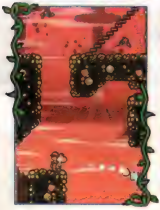


Enter the room with the number switches. Fire the three number balls you have at the switches above you and then use the key to slip through the locked door to the left. This leads back out into the main cave, but without Baby Peach you cannot ride the wind up to the 4 ball. Drop down the pipe.

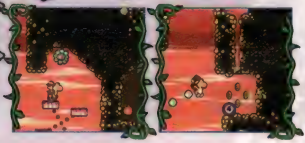
There's a Stork Stop on a ledge, but even if you landed on it and switched to Peach, you could not get out of the room. Keep Baby DK and drop to the floor. The room goes dark, save for a few Lantern Ghosts. Swallow the Lantern Ghosts and fire eggs at the Piranha Plants. When all of the Piranha Plants are gone, a switch appears. Stomp the switch to create a series of platforms. Jump up to the Stork Stop, switch to Baby Peach, and exit the room through the hole in the ceiling.

Carefully ride the wind toward the fire traps. Coins are to the right of the first two spinning fire traps—each trio holds a red coin. Ride high, then drift down into the flower.

Navigate back around the fire traps and step into the tunnel to the left. Step on the switch near the top of the tunnel to stop the lava flow blocking the 4 ball. Ground Pound through the column of loose soil to reach the door back at the bottom of the chamber.



Return to the cave with the number balls. Throw another egg at the arrow cloud to create the set of stairs again. Before you switch to Baby DK so you can climb the vines to the left, throw an egg at the checkered block to create a sliding platform.



Ride the platform to a set of rotating pink platforms There are two red coins on the lava below the platform. Pop an egg at the flower along the ceiling. Backtrack to the Stork Stop. Switch to Baby DK. Climb the stairs and then jump to the alcove with the 4 ball and one more red coin.

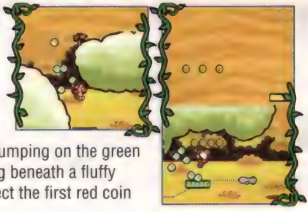
Return to the number switch room and fire the 4 ball into the last switch. A stone rises from the floor, allowing you to enter the door in the center of the room.

Skeleton Goonies stream across the sky, dropping bombs on Yoshi. Avoid the bombs and pop the Winged Cloud with an egg to create a rope. Climb the rope and Flutter-Jump up to DK's character coin on the high ledge to the left. Drop back down to the ground and collect the last two coins right in front of the goal.

World 5-7: Superhard Acrobatics!

Bowser's castle is situated high in the clouds—and since Yoshi is too big to thumb a ride from the storks, the dinosaur must scale the skies without wings. The clouds are full of danger, from Skeleton Goonies to fire traps, but if Yoshi wants to save all of the babies from Bowser and Kamek, you must persevere.

High Flyin' Hijinks



Yoshi has two choices at the beginning of the stage: high road or low road. Take the low road first, jumping on the green platform and sliding beneath a fluffy cumulus to collect the first red coin

in the clouds. Return to the starting point and then hop up to the big cloud, watching out for Skeleton Goonies and Gusties.

Ride the yellow platform through the sky. Jump off when you reach the small clouds with arrow signs. Scale the cloud platforms and pop the Winged Cloud with an egg to earn five stars.

Cross the spikes on the green platforms. The Potted Ghosts try to knock you into the spikes, so overturn the spirits with an egg. The second-to-last coin along the bottom is a red one, so hit it with an egg.

The pink platform races over another set of spikes. Duck beneath the stones so you aren't pushed off.

Jump off the orange platform and keep your target cursor pointed straight up. The next flower is directly over the pink platform. If you miss it, you can Flutter-Jump back to the orange platform and try again. After collecting the flower, jump to the yellow platform and pick up the second coin along the path for another red coin.

The yellow platform eventually drops you off in front of a Middle Ring. After stepping through the ring, drop into the nearby pipe. The next yellow platform revolves around a flower. Unfortunately, the flower is blocked by cracked rocks. Make sure you are using Baby DK, then ride the platform to the bottom and throw an egg to break the stone and then another to collect the flower. Pass the Gobblin and then jump back through the pipe at the top.

Jump out to the rotating platforms. Fire an egg at the pair of coins directly above you to discover another red coin. The next red coin in this area is on the yellow platform in the lower right corner, below the next puffy cumulus. After collecting the two coins, jump across the platforms to reach the large cloud and then walk to the right.

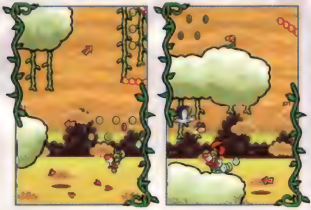
99 Red Balloons

If you are using Baby Mario, bounce under the M Blocks to earn coins and stars. Otherwise, jump out to the numbered platforms. They're all labeled with a big, red 1, which means you can only touch them once before they explode. Fortunately, balloons float from the bottom of the screen. Jump across balloons to rise to the

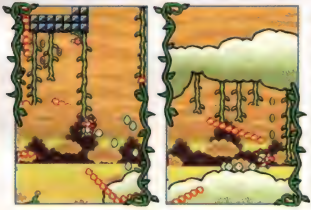
top line of numbered platforms. Skeleton Goonies try to bomb the balloons, so pop the birds with eggs or jump out of harm's way.

There is a red coin beneath the fourth set of numbered platforms at the top of the balloon area.

When you reach the top of the balloon area, walk across the clouds and throw an egg at the flower just below the edge. Skeleton Goonies bomb you while you collect the flower, so be careful you aren't blasted right off the cloud. Switch to Baby Peach at the next Stork Stop and ride the wind up to the door in the sky.



A low wind at the bottom of the room lets Baby Peach flutter to the left, picking up a series of coins. There is a red coin among the coins near the clouds on the left. After collecting the red coin, use the Stork Stop to switch to Baby DK.



There is only one red coin in this room, but if you want 100 points, you have to brave the fire traps to get it. Climb the vines, avoiding the spinning fire traps. The red coin is in the upper right corner of the room, right between two vines. Jump to grab the coin.

Character Coin

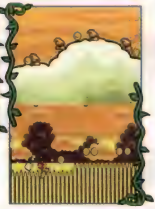
Baby DK's character coin is in a small chamber in the upper left corner of the room. Climb the vines to reach the chamber entrance and then deftly slip by the spinning fire. Jump into the chamber and scoop up the coin before the fire spins around and touches Yoshi.

Before leaving the vines, switch back to Baby Peach. Ride the wind to the set of green platforms above some spikes. Move the platforms to the right, collecting two red coins from the second and third pairs of coins over the spikes. Flutter-Jump down to the green platform and ride as it slides to the right.

The green platform slides under two trios of coins. The top coin in each set is a red coin. At the end of the platform's track, jump off and walk across the clouds to the right.

Superstar Mario

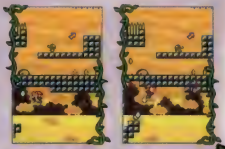
Switch to Baby Mario and collect the Super Star to the right. Run across the sea of spikes, jumping to the cloud so you can collect the red coin on the bottom of the fluffy cloud. Run back on top of the cloud and then hop to the next one as Superstar Mario reverts back to Yoshi



and Baby Mario. Walk across the line of bricks to reach some small clouds.

Walk down the clouds to a series of stable bricks and look for the flower to the right. Throw an egg to collect the flower.

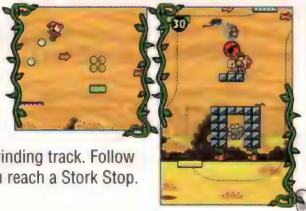
Commentary



The red coin down here might be the hardest coin to find in the entire game. I couldn't figure out why I kept finishing the stage with only 19 coins until somebody showed me where the red coin was hiding. You must taunt a Fly Guy into buzzing within range, but you can only do this by standing on the rightmost brick and Flutter-Jumping to the right far enough to "trigger" the Fly Guy. It soon flies into range and you can shoot the red coin with an egg.

Hop back up the cloud platforms and cross the next row of spikes on Chomp Rocks. Stand on the edge of the rocks to get them rolling. Pick up the two red coins that are right on the same level as Yoshi as you roll over the spikes. When you reach the end of the spikes, jump to the clouds and head right.

After stepping through the Middle Ring, jump across two small platforms to reach a set of green platforms moving along a winding track. Follow the track until you reach a Stork Stop.



Jump to the Stork Stop and switch to Baby DK. The exploding eggs help plow through enemies quicker.

Ride the yellow platform beneath the bricks hiding a flower. The flower is protected by Piranha Plants, but they are close enough together that one of DK's exploding eggs eliminates both of them. Throw another egg into the bricks to collect the flower.

A set of bricks to the right of the Stork Stop holds a Potted Ghost. Throw an egg at the coins above the Potted Ghost to retrieve another red coin.

Jump across a series of platforms to the right. They descend as soon as you land, so keep moving. There is a red coin under the yellow platform (it's the only yellow one in the series). Jump to a green platform on a track.

Ride the green platform around a series of spinning fire traps. Jump to the yellow platforms as soon as you spot them moving along another track. Ride the yellow platform until you pass through a pair of coins in the bottom right section of the track to obtain a red coin. Now, jump to a set of revolving green platforms.

Move the green platforms through a trio of spinning fire traps. Duck beneath the spinning traps as they close in. At the end of the track, jump to one last set of green platforms and ride them right to the goal.

World 5-8: At Last, Bowser's Castle!

Yoshi and the babies have traveled a long way to get here. They've suffered the slings and arrows of Kamek's minions; collected hundreds of flowers, stars, and red coins; and now it's time to free the rest of the babies and defeat Mario's old nemesis, Bowser.

To the Stars

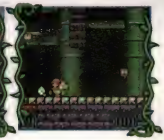
Yoshi and the babies must take to the skies to reach Bowser's castle, but first they must run a gauntlet of tricky platforms and numerous Skeleton Goonies. The Skeleton Goonies try to knock the babies off Yoshi's back when you jump from platform to platform, collecting coins. The two middle coins in the third coin arc are red ones, as is the top coin in the next coin arc.

Don't hesitate when crossing the next series of platforms. Stand still too long and they fall out of the sky. The last three coins leading up to a hut on a stable ledge are all red—but they are situated on itty-bitty platforms, so watch your step.

Before entering the hut, which contains Yoshi's rocket ship, throw an egg straight up to pop a Winged Cloud full of stars. Then throw an egg at the flower off to the right.

After stepping into the hut, Yoshi blasts off for the stars. When the path of coins in the cosmos forks, take the right route. Follow the coin line as it weaves between the planetoids. The ship soon cruises right through a flower.

After collecting the flower, the ship wraps around the night sky and ends up right where you began. Now, take the left route. Stay true to the coin line as it leads through the planetoids. There are three red coins right before the star that sends you to Bowser's castle.



The ship lands outside Bowser's castle. You have access to all five babies again at the Stork Stop, including Baby Wario and Baby Bowser. There are five routes through Bowser's castle—one for each of the babies. You only have

to pass through one of the routes. Each has the exact same number of red coins and flowers, so no matter which one you choose, you can still end the stage with all of the required treasure.

When you enter the door, you must scale the tunnel with the feature that only your specific baby can use. For example, if you choose Baby DK, you use the tunnel with the hanging chain. From left to right, the tunnels are used by: Baby Bowser, Baby Wario, Baby Mario, Baby Peach, and Baby DK.

NOTE **There is no character coin in World 5-8.**

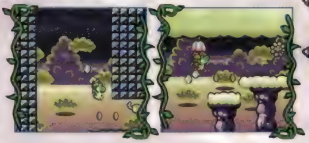
Baby Mario

As soon as you step outside, the Super Big Tap-Tap crashes down from the ceiling and rolls after you. Run down the platforms to the right. When the platforms level off, look for a red coin followed by a flower. Two platforms after the flower, jump up to grab a red coin.

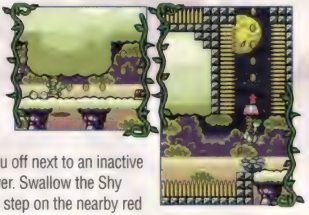
Jump across the green platforms and ride the second one straight down, letting the Super Big Tap-Tap pass right over you. Now you can pick up the rest of the goodies at a normal pace. Watch out for the Gusties as you Flutter-Jump across the wide gaps between the platforms. Flutter through every line of coins to pick up the remaining red coins in Baby Mario's stage (there are eight total) and one more flower. Use the door to exit Baby Mario's stage.

Baby Peach

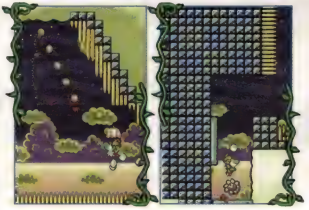
Baby Peach rides the winds to reach Bowser's chambers. Flutter up the breeze to the right of the spiky platform to collect two red coins before closing in on a pair of Winged Clouds. Shoot the first Winged Cloud to create a safe landing spot on the next ledge for Yoshi.



Drop down the passage to the right. When you spot a cloud sticking out of the right wall, steer over and pick up two red coins. Now let the wind blow Yoshi to the right. Pass the hole in the clouds (you'll return to it) and aim for the clouds in the far corner. There are two red coins and a flower on the clouds.



Ride the wind up the hole in the clouds, watching out for spikes. The wind whisks you beneath another flower that you cannot reach just yet and drops you off next to an inactive wind-generating flower. Swallow the Shy Guys to the right and step on the nearby red switch. This starts the flower, which blows straight up a passage lined with spikes.

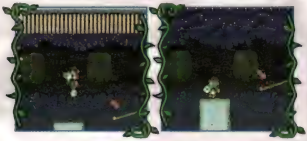


Follow the diagonal line of coins. The top two in the line are red coins.

Flutter back down and ride the wind to the right, flying up the next diagonal line of coins. Gently drift down the next passage to find the door leading to the castle.

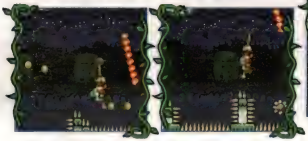
Baby DK

Baby DK must swing over the spikes on a series of ropes. The first two red coins in DK's section are along the arc of the third rope, which is dangerously close to the spikes at the bottom. After collecting the coins, jump to the vine. (Watch out for the Hanging Blow Hards along the roof; they release Pokeys down the ropes.)



Jump to the blue stone in the sea of spikes. The stone immediately begins to sink, leaving you little time to fire an egg into the upper right corner and collect two more red coins. Now swing along the giant rope to collect two red coins. Let the rope settle so it hangs straight down.

Climb the rope to retrieve a flower at the very top of the jungle, nestled between two lines of deadly spikes.



Resume swinging on the rope. Jump from the right side of the arc to a hanging rope that slides along a predetermined track. Several fire traps spin around the jungle.

DK must climb up and down the rope as it moves to avoid getting burned. The last two red coins in DK's area are below the second fire trap. The flower is below the third. After collecting the flower, avoid the rest of the fire traps until you reach the exit door.

Baby Wario

Use Baby Wario's magnet to climb a series of metal platforms up a spike-laden shaft. Jump on the hanging weight to the right and then leap over to a ledge with a post and a metal crate. Wario's magnet pulls in the two red coins above the post.

Ground Pound the post and then use the magnet to pull the crate on top of the soil plug to the left. Drop below the soil and fire an egg straight up to bring the metal crate down to your level. Push the crate on top of the large weight below the floor. Now, rotate the pink platforms to raise the weight to the top of its track, carrying the metal crate up the room.

Return to the first weight. Walk over and drag the metal crate from the second weight back to the first weight. Next, use the magnet to climb up the metal platforms against the left wall to reach another set of pink platforms. Rotate these to raise the weight to the top of the room.

Push the crate on top of the spikes to the right. Stand on the crate and throw an egg through the soil above you to drop a bouncer on top of the crate. Vault from the bouncer to the flower along the ceiling and drop back down to the right. Pull the metal crate across the spikes with the magnet until it rests on the plate switch. This raises the gate to the right.

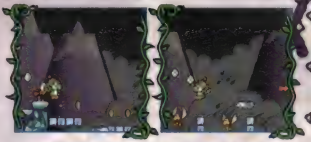
Shoot an egg through the two coins to the right of the gate to earn two more red coins.

Next, drag the metal crate with the switch to the right, dropping it down a tall passage. Flutter-Jump above the crate so it lands on the spikes at the bottom before you. Land on the switch to activate the transparent blocks. Run through the two red coins to the right and jump up the metal platforms with the magnet.

Drag the next metal crate across the room to the right until it's next to the floor spikes. Jump on the nearby switch

and rush up the newly created blocks until you reach a pair of metal platforms. Bounce an egg off the roof to the left and pick up the next flower. Now, jump to the right and exit through the door.

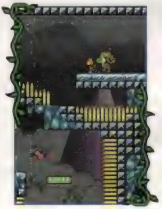
Baby Bowser



Jump across the icy platforms to the right, avoiding Koopas and Gusties that try to knock you into the chasm below. There are no red coins on this long line of ice platforms, so just jump across them as fast as you can to minimize exposure to the enemies.

When you reach the ice cave, use the green platform to drop down a passage lined with spikes. Cross the platform at the bottom and board a trolley. Breathe fireballs on the trolley pulley to wheel Baby Bowser up the shaft. Collect the three lines of coins against the wall spikes—there are four red coins among them.

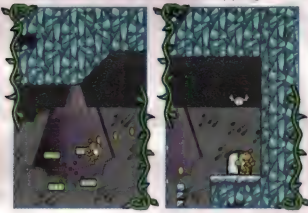
At the top of the trolley ride, breathe fire to the right to melt some ice cubes and reveal the next flower.



Walk left and jump on a Koopa so only its shell remains. Kick the shell down the spikes to the right to collect a flower at the bottom.

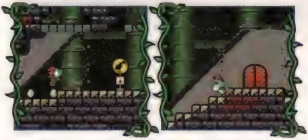
Ride the next trolley up the gauntlet of Scorchits, blasting the ice cubes they stand on with fireballs.

Ride the trolley to the top of its track and then melt a path through the ice cubes to the right. Collect the red coins above the ice cubes before stepping back into the cave.



Use the green platforms to cross the rest of the cave, collecting two more red coins from the line of coins positioned above the first green platform set. When you reach the door to the right, fire an egg at the Winged Cloud above the door to earn five stars.

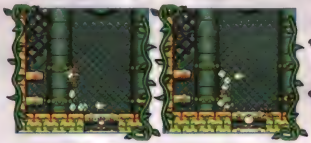
Before Bowser



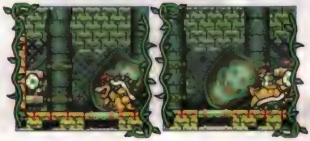
All of the babies' routes lead to the same place, a quiet room with a Middle Ring, a Stork Stop, and the last three red coins. Choose whichever baby (Mario, Peach, or DK) you prefer at the Stork Stop, collect the red coins above the second set of stairs, and then proceed to the red door. Before entering, fire an egg straight up to collect the final flower.

Bowser

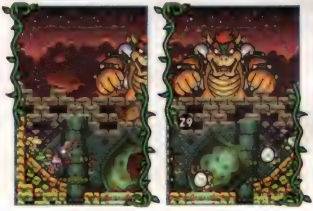
The final fight with Bowser actually stretches over three battles. The first confrontation is with Baby Bowser. After defeating his youthful form, you must then duel with Bowser. Once Bowser falls, Yoshi and the babies engage in a showdown with a massive Bowser under the enchantment of Kamek's magic dust.



Baby Bowser breathes fireballs at Yoshi and the babies. Jump to avoid Baby Bowser's fireball, and return fire with an egg volley. It takes only three hits to defeat Baby Bowser. Collect spare eggs from the middle of the room in case you run out of ammo while targeting the terrible tyke.



After you defeat Baby Bowser, his adult form steps into the fray. You must use special super-sized eggs to bring Bowser to his knees. Grab the eggs from balloons that lazily float into the arena. Strike Bowser with the big egg to flip him on his back. With his soft side up, jump over and perform a Ground Pound right on his stomach. You must Ground Pound Bowser three times. After he recovers from the blows, watch out for his jumps and fireballs.



Kamek the Magikoopa revives Bowser and transforms him into a gargantuan monster. The colossal Bowser breathes massive fireballs on

the babies as he shakes the sky to drop boulders on the arena. Avoid these dangers as you seek out the balloons that carry super-sized eggs. When you collect the eggs, aim for Bowser's face. Six shots right to his mug are enough to send Bowser packing.

After you defeat Bowser, Kamek flees. Yoshi rescues the stolen babies—including a little fella in a green cap that ought to look familiar to Baby Mario. The storks arrive to whisk the babies away before the castle goes up in flames. Baby Mario, Baby Peach, Baby DK, Baby Wario, and Baby Luigi are now transported to their new homes, where they can grow up and live peaceful lives.

Or not.

After all, you know how this one turns out.

World 5-Extra

Super Big Tap-Tap makes one last roll at Yoshi and the babies, crashing across a dangerous mountain pass and even defying gravity to roll straight up a vertical tunnel. Will this smiling juggernaut ever give up?

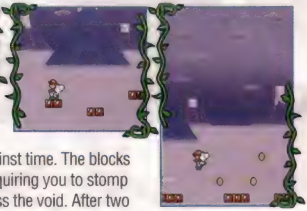
Super Big Tap-Tap

Switch to Baby Mario at the Stork Stop at the beginning of this stage; you need the Dash move to cross a series of temporary blocks before they disappear. The switch to the right activates the transparent blocks. (The top coin over the switch is a red one.) But as soon as you hit the switch, a Super Big Tap-Tap roars in from the left and chases you across the platforms.

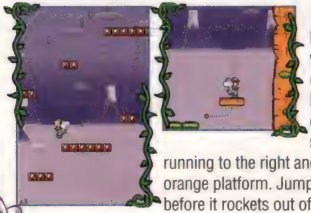
COMMENTARY

Shhhh! Can you keep a secret? I'll show you the way to make this Super Big Tap-Tap chase a cakewalk. When the stage begins, instead of hitting the switch and then running out to the right, fleeing from the thundering Super Big Tap-Tap, tap the switch and then stand back. The Super Big Tap-Tap starts crashing to the right, completely avoiding you. When the switch reappears, jump on it and scurry across the blocks and ledges, collecting coins, with one less—albeit very large—concern.

The next red coin is to the right of the grassy blocks. It's the top coin in this trio.

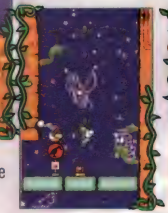


Even without Super Big Tap-Tap chasing you, you still have to race against time. The blocks will vanish again, requiring you to stomp more switches across the void. After two switches, look for the top coins in this series to pick up another red coin.



Jump up the blocks before they vanish, picking up a red coin beneath this ledge of temporarily solid blocks. Keep running to the right and jump to the orange platform. Jump on the platform before it rockets out of range.

Jump at the very top of the platform's track to get a boost through a red coin and the flower right above it.



Switch to Baby Peach at the Stork Stop in this vertical passage, then step into the Middle Ring. As soon as you step on the red switch between the two, a wind kicks up from beneath the platform. However, this also cues Super Big Tap-Tap to rise into the shaft and start tearing up the area. Use Baby Peach's parasol to ride the winds around several spiked platforms to collect more red coins and another flower. The first red coin is right above the switch.

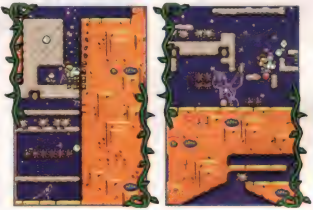
There are two red coins in these trios. They are situated right under rock ledges, so pick them up at an angle. If you clip the edge of the rocks, you'll lose momentum and give the Super Big Tap-Tap a chance to plow right into you.

This red coin is tricky to get as it hangs right over a ledge of spiked balls. Float to the left to get over the coin and then close the parasol ever-so-briefly to drop into it. Immediately bring the parasol back out and catch some wind to put distance between Yoshi and the Super Big Tap-Tap.

The flower is at the very top of the shaft. After passing between two large blocks of spikes, aim for the right to avoid a giant collection of spikes in the dead center of the shaft. Fly toward the center again, grab the flower, then slip into the door before the Super Big Tap-Tap crushes everything.

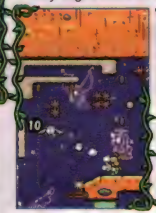
Burrowing

When you step inside the cave, switch to Baby DK at the Stork Stop. His exploding eggs are good for keeping the dozens of Tap-Taps in this room at a safe distance. Break through the sea of Tap-Taps to the right. Jump on the ledge at the end of the tunnel to pick up a red coin.



Ground Pound on the right side of the loose soil beneath you. Only the right side is safe. When you slam into the ground, collect eggs and then shoot the coins right above the three spikes making a small L shape. That's a red coin.

Run along the ground to the left, pushing back Tap-Taps with exploding eggs and Yoshi's tongue. There is a flower in the soil above you—you can easily tag it with an egg.



When you spot a collection of spike balls that form a giant arrow facing down, hit the tip of the arrow with an exploding egg. This reveals a hidden Winged Cloud. Pop the cloud to drop a switch into the room below. Jump down and stomp the switch to open a side chamber with a Chomp Rock.

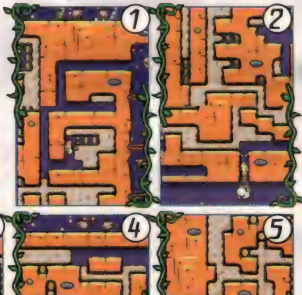
Roll the Chomp Rock down the rest of the shaft until you reach the bottom floor of the cave. Roll the Chomp Rock to the right, crushing Tap-Taps.

After pushing the Chomp Rock up a steep hill, let it roll down the other side and eliminate a horde of Tap-Taps. The coin in the center of the platform is a red coin.

Push the Chomp Rock all the way to the right side of the cave. Use the Chomp Rock to jump to the series of ledges on the right wall. The ledges are crawling with Tap-Taps you must avoid and keep back with exploding eggs. The morph bubble at the top of the ledges transforms Yoshi into a Mole Tank.

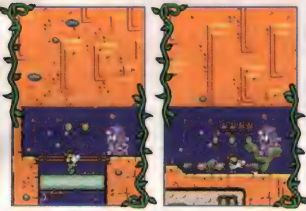
The fourth flower is buried behind a soil-filled tunnel in the ceiling. Use the Mole Tank to crawl up the wall and burrow to the flower.

There are five red coins in the narrow tunnels you must burrow through with the Mole Tank. You cannot collect them all in a single run. You must use the morph bubbles inside the tunnels to maintain the Mole Tank form. Here are the locations of the five red coins:



The last red coin in the maze is next to the middle Yoshi Block on the left side. There are spike balls just beyond the Yoshi Block, though, so don't turn back into Yoshi here. Instead, burrow farther down to the bottom Yoshi Block. When you hit the floor, the blue stone pushes you through the room full of spikes. Stick to the right side of the chamber to pick up a red coin. It's the top coin in a pair situated beneath the block made out of eight spike balls.

TIP **You can also shoot an egg through the narrow hole in the ceiling to pick up a red coin.**



The blue stone pushes you into a tunnel that stretches to the right. More Tap-Taps walk along the ground. Keep them back with Yoshi's tongue as you walk to the right, en route to the next Middle Ring and a door leading to a mine cart ride. The middle coin beneath a collection of spike balls is the last red coin in this stage.

Mine Cart

Super Big Tap-Tap makes one last effort to smash Yoshi and the babies. You must race along a series of broken mine cart tracks to evade the behemoth and reach the goal.

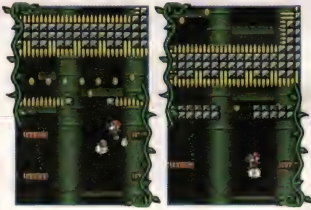
The mine cart section seems pretty straightforward—just ride the tracks and jump over the chasms—but to earn the flower at the end of the stage requires a serious leap of faith.

There are three short mine cart tracks right in a row. When you jump out of the third cart, flutter so you miss the next cart. Deftly flutter below the next section of track, losing little to no altitude. The flower is on a duo of platforms beneath the last section of track. When you reach the end, the Tap-Tap breaks the blocks, allowing you to grab the flower before you reach the goal.

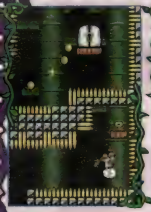
World 5-Secret

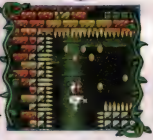
Bowser may be gone, but this adventure isn't over just yet. The last two secret levels in World 5 offer huge challenges, such as bounding through a floorless room full of Bouncies or a Superstar Mario run through a chamber completely covered with spikes.

Bouncing Babies



Walk to the right and jump on the ledges to get a height advantage over the Lakitus. They're floating through the room on clouds that offer them almost unlimited movement. Covet those clouds no more—jump over and nail a Lakitu to steal its fluffy cloud. Now, avoid the other Lakitus and head through the hole in the ceiling.



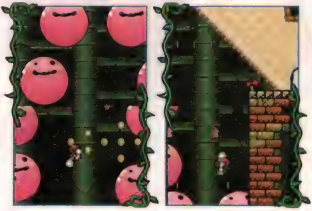


Wary of the spikes, fly to the right and rescue a key from a tiny ledge against the wall. Dip back down and fly to the left, collecting the coins in the upper left corner of the spiky chamber for the first two red coins of the stage. Fly to the locked door to the right and enter the next room.

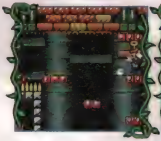
Brave the field of Bouncies. There is no floor, so you must use the Bouncies to stay aloft while collecting the key for the next room.

There are three red coins in this chamber, as well as a flower. The flower is directly above the key. You can either vault up to it via a Bouncie or shoot an egg from the key ledge.

Head for the Bouncies along the bottom of the room so you can pick up one of the red coins. After bouncing through the coin, let the Bouncies bump you up against the right wall, right beneath the ledge with the door. A red coin is just below the ledge. Bounce straight up and pick up the second coin from the right in the line of coins stretching across the top of the room. That's the third red coin. Unlock the door with the key and exit.

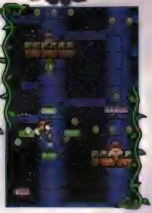


This room is full of transparent red blocks that blink into existence every time a Shy Guy in the center of the chamber steps on a plate switch. You cannot access the switch yourself—you're at mercy of the Shy Guy. Jump across the bottom row of blocks, fluttering whenever the Shy Guy switches them off. Grab the flower in the corner.

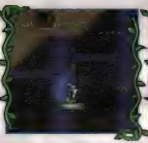


Jump up the blocks and grab the top two coins in the X formation to the right of the Shy Guy. These are red coins. Jump over to the upper right corner of the room to spot the key to the next door on a ledge dangerously close to deadly spikes. Gently hop up to grab the key when the blocks cover the spikes above the key, then flutter to the left. The door is on top of a platform made of blocks, so you must land when the blocks are active in order to pass through it.

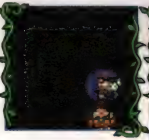
Gobble up the Shy Guys one by one—but don't swallow them. Spit them on the plate switches. When all four switches are depressed, a locked door appears. Pop the Winged Cloud over the pipe in the middle of the room to reveal the key. Be sure to grab the two red coins—one on each side of the Winged Cloud. Exit through the locked door.



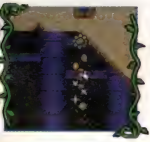
This room is cast in darkness. To see your way through the chamber full of tricky platforms, you must hit red switches to turn on the lights. The lights last for only a few seconds, then the room goes dark again. The room contains three red coins and one flower, so don't leave without them. Hit the first switch and then use the platforms to head to the right. There's another switch below a rising and falling platform.



Ride the platform up to a ledge with another switch. Use the green platform to the left to rise near the top of the room. Jump through the arc of coins to the right to pick up a red coin. The key is on the ground at the bottom of the coins.

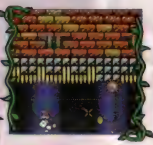


Step off to the right and flutter down to the next switch. Cross the green platform to the right and grab the red coin over the switch. Drop to the left and land on a rotating pink set of platforms. The third red coin is along the bottom.

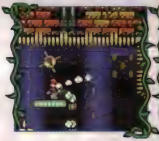


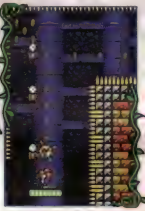
Use the bouncer to the right to fly up through a line of coins to collect the flower. Exit through the locked door to the right.

Spiked Rooms



Pick up all of the eggs you can. Jump on the trolley and fire eggs at the pulley to get the platform moving. When the trolley arrives at a spiked trap, jump off and stand on one of the narrow platforms to the left. (They're covered with eggs.) Fire a few eggs at the pulley to keep the trolley moving. Flutter-Jump to the coins in the corner to grab a red coin and then turn back to the spike trap. Hit the spike trap's pulley with three coins, then Flutter-Jump beneath it to catch up with the trolley and collect replacement eggs.

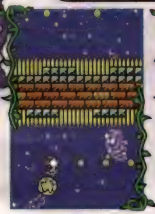




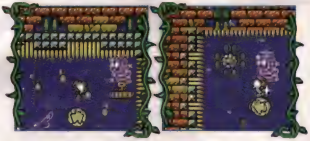
Throw an egg at the group of coins in the corner opposite the spike trap to collect another red coin. Keep picking up extra eggs from the small platforms as you move across the spikes. Open another spike trap and then rise out of the chamber via the trolley. There's one last red coin in this chamber. It's in the corner to the left after the trolley reaches the top of the screen.

From the trolley, blast the Ptooie Piranha Plant in front of the locked door. The key is in the Winged Cloud right above the door. Get the key and slip through the door.

TIP **The arrow stones in the next room operate much faster than any you've used so far, so be careful not to slam Yoshi into spikes at high speed.**



Use the arrow stones to fly between long sections of spikes. When the passage turns up, aim for the coin in the center of the + formation. It's a red coin. Stay right there and fly upward because the next red coin is right above it.

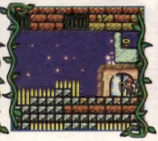


Jump over to the small ledge in the corner of the room to grab the key. Next, fly to the left and Flutter-Jump out to grab the flower in the upper-left corner.

Follow the passage as it spirals inward. Use an egg to collect the center coin in the + formation to the right as the passage bends back to the left. Now, pilot the arrow stone right in front of the locked door so you can press up and escape.

This is the last room in the stage—and it's up to Superstar Mario to break through it. Switch to Baby Mario and grab the Super Star to the right. Run across the spikes in the room and blast through the Piranha Plants on both the floor and the ceiling. You must destroy every single Piranha Plant to finish the room.

Collect the Super Stars at each bend in the chamber to replenish Superstar Mario power. You can get more stars as often as you like; you just need to run forward and back to them—they appear off-screen. Jump up the spike ledges in the upper-left corner of the chamber to collect the last flower.



Now drop down and grab the Super Star one last time and bolt to the right. Jump up and grab the last two batches of coins to snag the final two red coins in the stage. Jump over to the locked door in the corner and free the key above it with an egg. The goal is on the other side of the door.

Yoshi's Got Bowser Licked!

Collect every Red Coin and Flower to maximize your score

Location of all 49 Character Coins revealed

Learn when to use each baby's special skills

Strategies for surviving the ultra-tough secret stages

Tips and tricks for defeating massive bosses that take up both screens

Fletcher Black

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ISBN 0-7615-5576-5

9 780761 555766 51499 0 50694 21971 4

U.S. $14.99 Can. $19.95

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